NOVEMBER VOLUME 54 U.S. $3.50 / CANADA $4.50

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THE LEGEND OF ZELDA
A LINK TO THE PAST
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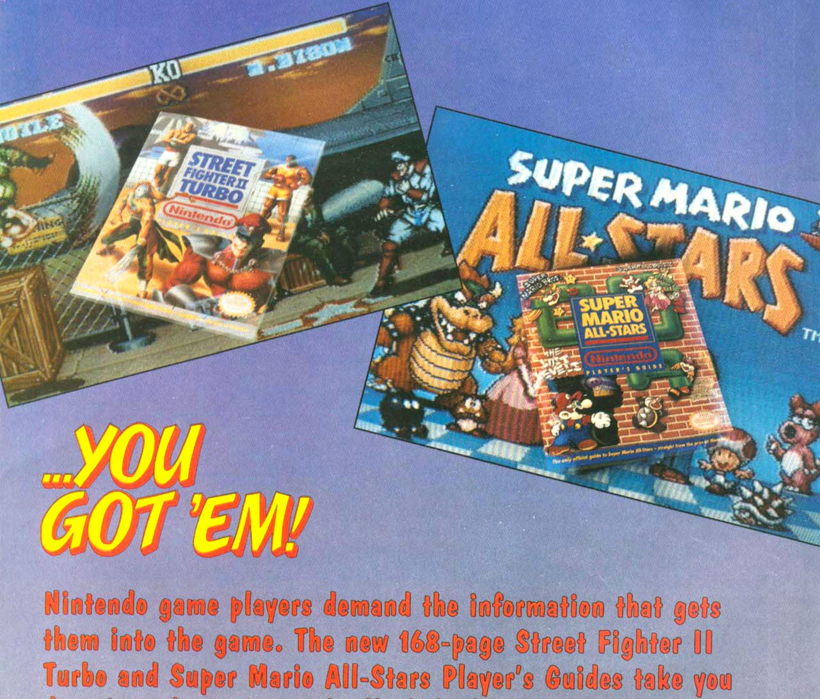
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PLAYER'S GUIDES

NINTENDO POWER
NOVEMBER 1993 VOLUME 54

AERO THE ACRO-BAT

SUPER NES

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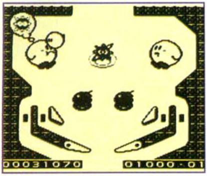

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MORE OPINIONS ABOUT STAR FOX

The first time that I saw Star Fox in Nintendo Power I thought that it looked pretty boring and clunky, but when I played it in a store I was blown away! I was at it almost all day. I am looking forward to the second FX chip game, FX Trax.

Dan Grindey
Scales Mound, IL

When I first saw Star Fox and all the advertisements, I thought "Why all the publicity? It's just another game." Then I saw a commercial and recognized it for its great graphics and use of polygons. I bought the game and it was a whole new gaming experience for me. It has quickly become my favorite game. It's the most awesome game in the world and I am looking forward to FX Trax.

Joy George
Mt. Healthy, OH

Star Fox is the b-b-best (Slippy impersonation) game in the *WORLD!*

Peter J. Wall
Rochester, NY

I've recently played Star Fox. I thought it would be fun to play and it was until lots of enemies started coming. Then the game started to get confusing. Multi-shaped objects started to blend in with everything and I found it hard to steer the ship. I think it would be less confusing with different shades and tones of colors and if it didn't crowd so many things on the screen.

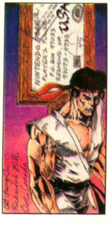
Greg Wainscott
Monrovia, IL

I have mixed feelings about the Super FX chip. Although Star Fox is a pretty cool game, when you fire, it's hard to see where you fire and what you're firing at. The graphics aren't realistic and the figures are more like blotty geometrics that look only a little like what they're supposed to. That's all I have to say except that I wouldn't plan on making any more games using the Super FX chip until you have enough technology to enhance the graphics of the game.

Jeromy Brown
Cape Coral, FL

ENVELOPE ART

SHOWCASE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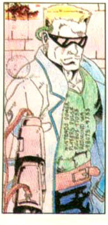

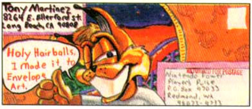
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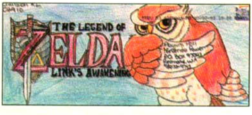
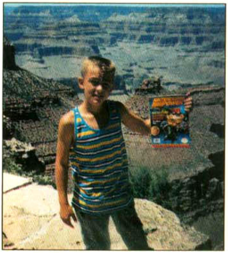

THE LEGEND OF ZELDA LINK'S AWAKENING

VACATION PHOTOS

Michael & James Kirby from Littleton, Colorado visited Cannon Beach, Oregon during a recent sand-sculpture contest.



Daniel Brockert from Tucson, Arizona visited the Grand Canyon this past summer and posed for a great photo of himself with his favorite gaming magazine.

Have you ever purchased a game only to find out that it wasn't even **close** to what you had expected? If so, what game was it? We ***really*** want to know. We also want to know if yours truly, Nintendo Power, has ever steered you wrong. Do our game reviews, Pak Watch and Now Playing columns always give you the information that you need to make an informed purchase decision? Tell us all about it.

NINTENDO POWER
PLAYER'S PULSE
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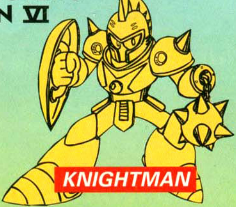
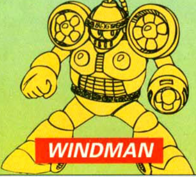
NINTENDO POWER READERS CREATE CHARACTERS FOR MEGA MAN VI

Way back in Volume 40, we asked readers to come up with some new boss characters for Mega Man to battle. We received thousands of ideas and sent them all to Capcom. A small sample of the ideas that were sent in were featured in Volume 44, but we left it totally up to Capcom to decide whether or not to use any of the ideas in an upcoming Mega Man game.





As luck would have it, Capcom did decide to use a couple of the ideas that Nintendo Power readers sent in for **Mega Man VI.** Knightman was conjured up by Daniel Vallie of St. Julie, Quebec and Windman was submitted by Michael Leader of Gouldsboro, Pennsylvania. The drawings shown here are pencil sketches created by Capcom artists, but the original ideas came directly from Daniel and Michael. Congratulations!

EDITOR'S CORNER

Welcome to the second year of the Super Power Club! With this issue, all members will receive the Super Power Supplies catalog. Inside, you'll find some really great items. If you'll think back to last year, we sent all members the Top Secret Passwords Player's Guide free of charge...just for being a Club member! This year, with the Super Power Supplies catalog, you have the opportunity to get more goods for free. Super Power Stamps are the key to it all. The Stamps are like dollars-off coupons when used with catalog items. Collect as many of them as you can and stay tuned for information about how you can earn and win more Stamps. If you prefer, you can purchase any of the items in the catalog with cash (excellent gifts for the holiday season!), but the Stamps will let you snag the goods for next to nothing! By the way, you'd better act fast if you want to get the Star Fox Competition Game Pak!

Gail Tilden
Editor in Chief

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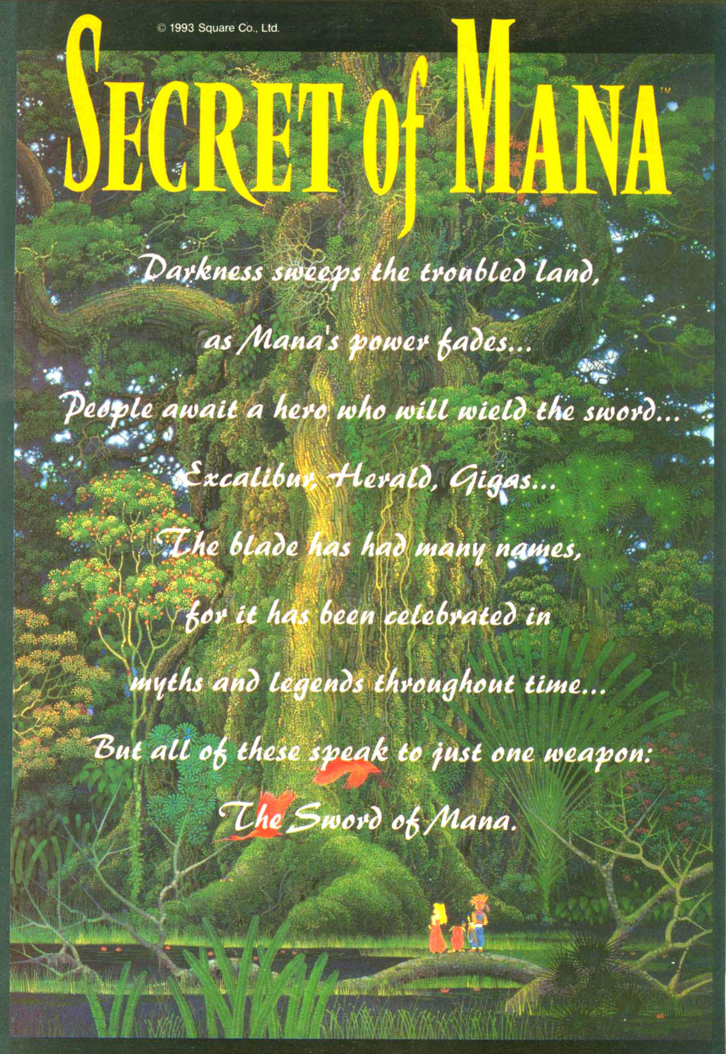
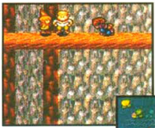


SECRET of MANA™

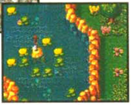
Darkness sweeps the troubled land,
as Mana's power fades...
People await a hero who will wield the sword...
Excalibur, Herald, Gigas...
The blade has had many names,
for it has been celebrated in
myths and legends throughout time...
But all of these speak to just one weapon:
The Sword of Mana.

THE TREE OF LIFE

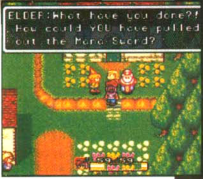
Square Soft's latest Super NES game, The Secret of Mana, is an enthralling epic certain to hold adventure fans spellbound. Using many modes of transportation, ranging from a spaceship to a flying dragon, players will be able to explore a wide variety of sites and terrain, all richly rendered and accompanied by music that is more than just background.



The player begins as a youth exploring a nearby waterfall with friends.



When he falls into forbidden territory, he finds the forbidden sword.

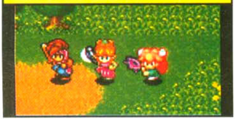


ELDER: What have you done?! How could YOU have pulled out the Mana Sword?

And thus, he discovers that he is destined to wield the mighty Mana Sword – if he can prove himself worthy.

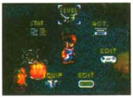
3-PLAYER ADVENTURE

Using the Multi-Tap, two friends can tap in and control the other two characters at any time!

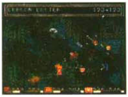


MANA MENUS

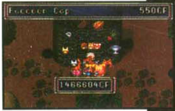
Attractive new selection menus are circles of item icons. An improvement over the pull-down standard, the menus are quick to access and the icons are easy to identify.



The three characters that will eventually make up your party all have individual menus.



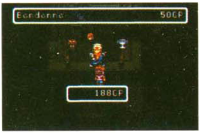
Press X or Y to bring up menus, then push Right or Left to scroll through the Items.



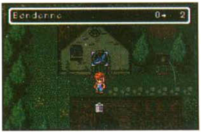
The faces in the center show which characters can use the highlighted Item.

COMRADES IN ARMS

You'll find some weapons and armor in Treasure Chests, but you'll have to buy most of it. Upgrade when you visit shops that have more expensive Items–they'll always offer more power or protection.



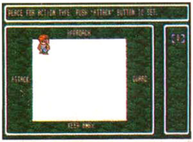
Scroll through the shopkeeper's offerings to find out how expensive the goods are.



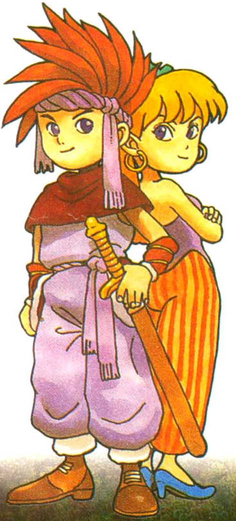
Before you buy new weapons or armor, you'll be able to see what effect they'll have.

CALL THE SHOTS

The Action Grid option lets you set both the level of the attack gauge and the actions of your party members during battle. If you want to keep your comrades safely out of the way, put them in the lower right area of the grid. Set them in the upper left if you want them to join the fight.



Enter the Action Grid option to set your attack gauge and your party's battle roles.

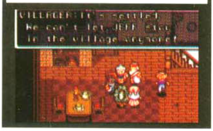


THE WORLD AT RISK

The world that you'll explore while searching for the Secret of Mana is vast and varied. In the beginning, you'll travel between continents by cannon. Cannon Travel Service will shoot you to the destination of your choice, as long as it's on the list of locations. Later, you'll fly on a friendly dragon, Flammie, whom you can summon with a special drum from almost anywhere. He'll swoop in and take you wherever you want to go.

1. POTOS VILLAGE

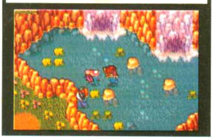
The quest begins on an inauspicious note in Potos. The elder bans you from the village for taking the Mana Sword.



VILLAGER: It's settled.
We can't let JEFF stay
in the village anymore!

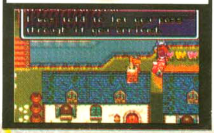
2. GAIA'S NAVEL

Meet Watts, the Blacksmith and take in the sideshow upstairs. The conniving Sprite Star is scamming tourists.



3. PANDORA

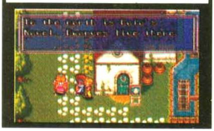
Visit the castle to gain the company of the young woman there. Her magic skills will prove to be invaluable later on.



I was told to let you pass
through if you arrived.

4. KIPPO VILLAGE

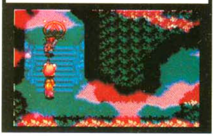
Stock up on supplies at the shop in Kippo Village before completing the arduous journey to Gaia's Navel.



To the north is Gaia's
Navel. Dwarves live there.

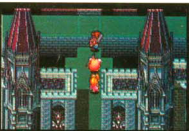
5. HAUNTED FOREST

On your way to the Witch's Castle, use the mysterious triangles in the Haunted Forest to teleport to other areas.



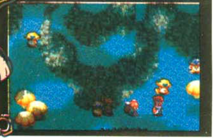
6. WITCH'S CASTLE

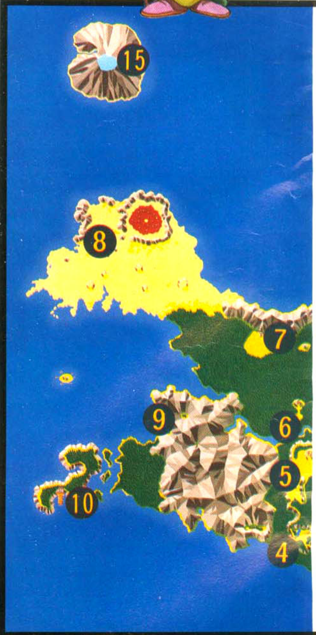
When you knock some sense into the Witch, she'll promise to reform and will give you some helpful treasures.

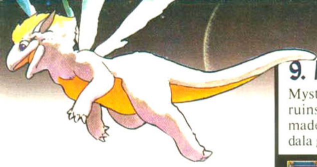


7. MATANGO

King Truffle of Fung Castle, will reward you with a white dragon when you clear the nearby caves of monsters.

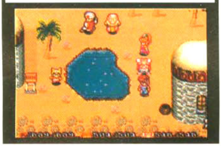






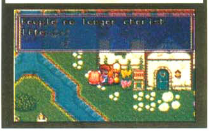
8. KAKKARA

Without Mana, the people of Kakkara Village must go without water. Restore the Mana Seed to quench their thirst.



9. MANDALA

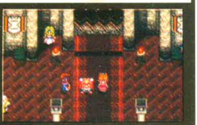
Mysterious happenings in the ruins south of town have made the villagers in Mandala give up their wills to live.

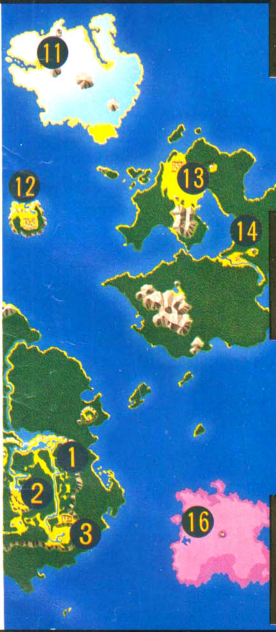


People no longer cherish life...

10. TASNICA

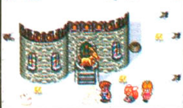
Inside the giant Tasnica Castle a village of sorts exists. Seek out the secrets behind the great walls.





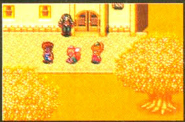
11. ICE COUNTRY

A reindeer will ask you to find his master. Xmas won't be the same until Santa is free.



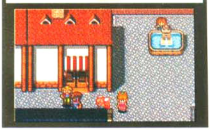
12. GOLD CITY

An alchemist with a golden touch has made the streets gleam in Gold City, but there's trouble in the Castle.



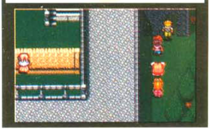
13. NORTH TOWN

Explore the multi-leveled houses in this boom town thoroughly to find familiar faces.



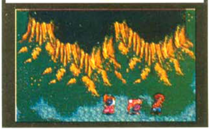
14. SOUTH TOWN

Get the secret code from mad Mara and use it to pass the guard at the gate. The tunnel leads to North Town.



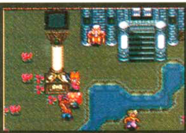
15. VOLCANO

After a difficult journey through the jungle, you'll find the life-giving Mana Tree.



16. THE LOST CONTINENT

Use an underwater entrance to reach the inner Castle on the Lost Continent. Later, you'll find a shortcut.



PART ONE

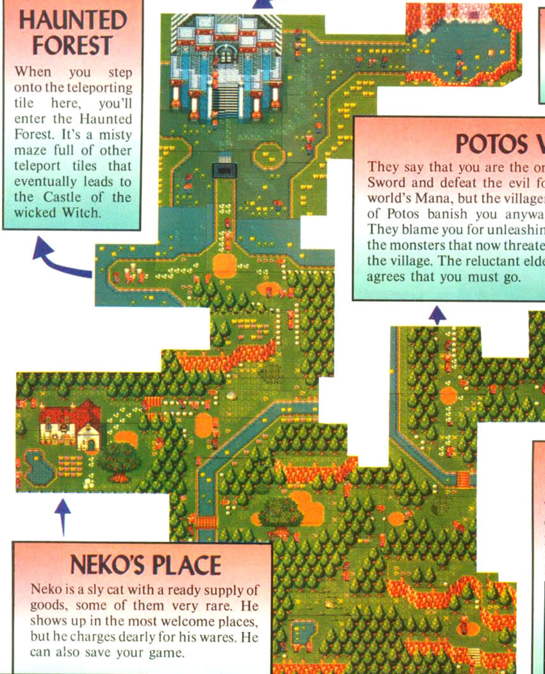
There are several cities, caves and castles on the first continent. The starting point is Potos, where you were raised by the village elder. There you'll meet a mysterious knight who will direct you on your quest.

THE WATER PALACE

Luka, the guardian of the Water Palace, tells you the secret of the Mana Seeds and their ability to restore power to the Mana Sword. Return to the palace and talk to her whenever you're lost or short on energy.

HAUNTED FOREST

When you step onto the teleporting tile here, you'll enter the Haunted Forest. It's a misty maze full of other teleport tiles that eventually leads to the Castle of the wicked Witch.



WATER CAVE

Here you'll fight to win the healing skills of Undine, the Water Elemental.

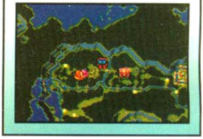
POTOS VILLAGE

They say that you are the one who will wield the Mana Sword and defeat the evil forces that are depleting the world's Mana, but the villagers of Potos banish you anyway. They blame you for unleashing the monsters that now threaten the village. The reluctant elder agrees that you must go.

You are hereby banished from Potos village.
Now, get out of here!

CANNON TRAVEL

This is the first branch of Cannon Travel Service you'll use. Prices and destinations vary, depending on location. No ghosts allowed.



NEKO'S PLACE

Neko is a sly cat with a ready supply of goods, some of them very rare. He shows up in the most welcome places, but he charges dearly for his wares. He can also save your game.

Royal Jam 200GP

1622GP

PANDORA

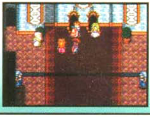
The people of Pandora are strangely silent. You'll learn what's behind their silence when you go to the castle.

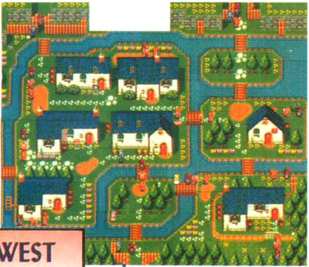
PANDORA

The guard tells you not to talk to the people, but they're not saying anything anyway. When you talk to the king, you'll learn that strange happenings in the ruins south of town are responsible for the people's odd behavior.

PANDORA CASTLE

Talk to the king to find out what is troubling him. After you speak, he will retire to his private quarters to brood about his problems. Defeat the spirit that controls the people, then return to him for your well-deserved reward.



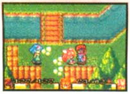


WEST EXIT

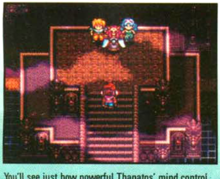
Take this exit to the western region and Gaia's Navel.

THE RUINS

The villagers, with their minds under control of the wicked Thanatos, have become zombies. You must defeat him before all are lost to his evil influence.



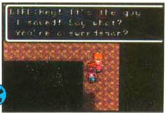
Talk to Phanna, the blue-haired girl near the southern exit, twice.



You'll see just how powerful Thanatos' mind control can be. Both Phanna and Dyluck are enrapt.

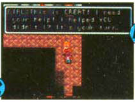
A NEW COMRADE

If you were captured by goblins earlier, you will recognize the girl you meet in the castle as the one who freed you from certain doom as a dinner entree. She is eager to join you on your quest because she is searching for Dyluck, her true love, who has mysteriously disappeared.



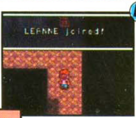
GIRL:Hey! It's the guy I saved! Say what? You're a swordsman?

When you meet her in the hall, the girl instantly recognizes you.



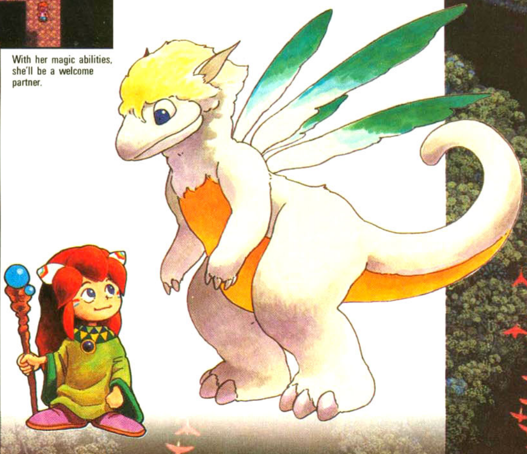
GIRL:This is GREAT! I need your help! I helped YOU didn't I? It's your turn.

As she points out, it's your turn to help.



LEANNE joined!

With her magic abilities, she'll be a welcome partner.



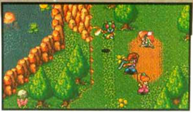
WESTERN REGION

Take the exit on the west side of Pandora to travel to Kippo Village and another major destination, Gaia's Navel. There are many more enemies, including Mushbooms, Lullabuds and poisonous Buzz Bees, in this area. Stock up on supplies when you reach Kippo Village.

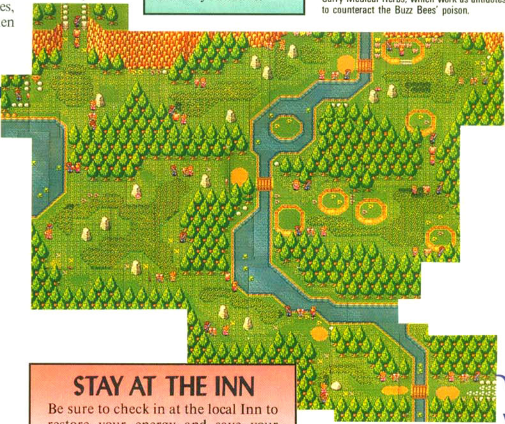
GAIA'S NAVEL

Continue up this path to the region where you'll find the hidden entrance to Gaia's Navel. Stock up before you leave.

BUZZ BEES

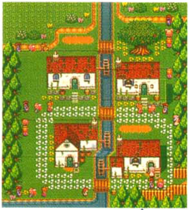


Carry Medical Herbs, which work as antidotes, to counteract the Buzz Bees' poison.



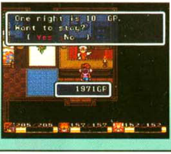
KIPPO VILLAGE

Kippo Village is small but a welcome sight, nevertheless. Talk to the few residents there and check out the houses and shops.



STAY AT THE INN

Be sure to check in at the local Inn to restore your energy and save your game before continuing your journey to Gaia's Navel.



One night is 10 GP.
Want to stay?
(Yes No)

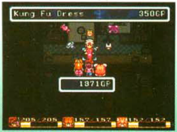
1971GP

TO PANDORA

Take this path when you want to return to Pandora.

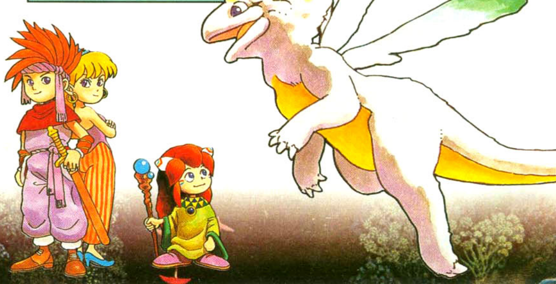
SHOP AND SAVE

Money is scarce at this point in the game, so make wise purchases. The shopkeeper here sells items for half the price that Neko charges, so stock up on supplies.



Kung Fu Dress 350GP

1971GP



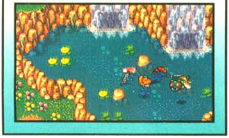
GAIA'S NAVEL

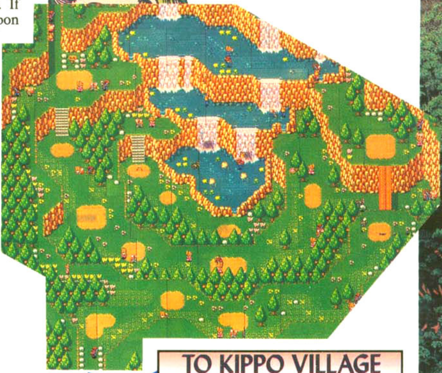
After traveling north from Kippo Village, you'll encounter swarms of deadly Buzz Bees. If you check your Weapon Skill data, you'll find that the Whip is an effective weapon to use against the bees. It takes a couple of well-placed strikes to ground them for good.

TO THE HAUNTED FOREST

TWIN CAVES

Walk through the pools to find the cave entrances behind the waterfall. Neko is in the cave on the right; the left one leads to the Dwarf Village.





TO KIPPO VILLAGE

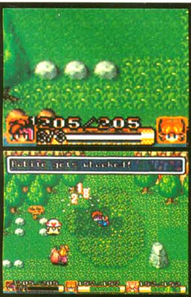
Follow this rock-lined path back to Kippo Village.

FIGHTING PRACTICE

To increase the power of weapons, you must fight many battles. This also makes you a stronger fighter.

POWER UP

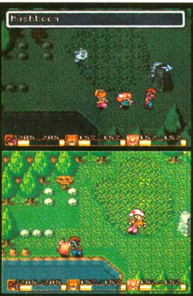
Press and hold B to power-up your weapon. Watch the Power Meter. When it fills to your weapon's experience level, release B to perform a power attack.



Rabite gets attacked!

HIT THE TARGET

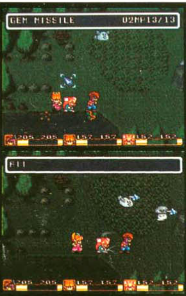
Have your party members attack different enemies by setting different targets for each. Access the general data menu to assign targets.



Mushboom

CAST SPELLS

Use magic spells frequently to increase their levels and make them more powerful. Cast the spells on one or all enemies on the screen.



GEM MISSILE 02MP13/13

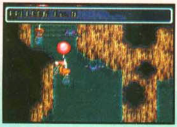
All

INNER CAVE

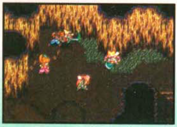
When you step into the cave, you'll find yourself following a series of tunnels that eventually lead to the Dwarf Village. The dimly lit labyrinth is filled with new enemies. It's a tough trip but a good place to build vital experience.

ENEMY UPDATE

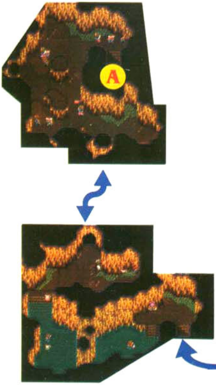
Although you're learning new skills all the time, so are your enemies. The Bats here can cast a Balloon Spell, which immobilizes you, and the sleeping guards swing a mean axe when you wake them. Wake them up one at a time.

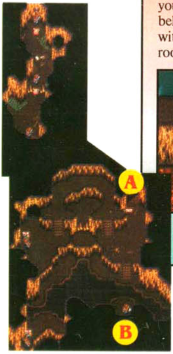


The Balloon Spell that the Bats cast keeps you from moving for a few moments.



While you battle one guard, stay away from the other so you won't wake him.



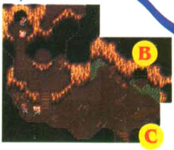


The circled callout letters on the maps indicate 2-way passages where players can travel.

THE MAGIC ROPE

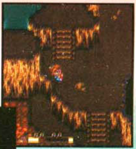
A Treasure Chest in the caves holds the Magic Rope, a mystical tool that lets you return to the entrance of whatever area you're in. It's a helpful way to exit quickly, but it won't take you out of the room of a major enemy.

You have only one Magic Rope, but you can use it over and over. Select it from the Item Menu.

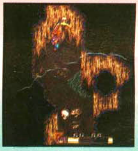


STOP THE LAVA

When you reach the room with the Lava flow, you'll hit a dead end. Go back to the room shown below, right, and flip the switch on the far wall with your sword. When you return to the Lava room, a tunnel to the next area will be clear.



The pool of Lava in this room prevents any progress.

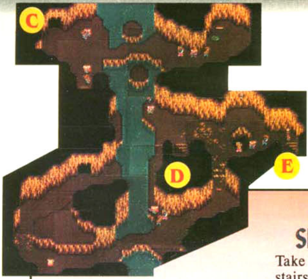


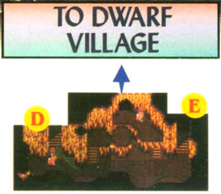
Strike the skeleton switch on the wall to stop the Lava from flowing.

SECRET SHORTCUT

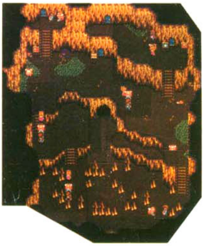
There is a shortcut in the Blacksmith's shop, but he won't open it for you until you've beaten the beast and earned the Axe. It makes the trip to and from town a snap.

When Watts finishes the Axe he's making, he'll use it to cut the spikes that block the shortcut.

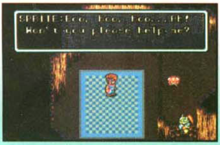




DWARF VILLAGE



SEE THE SIDESHOW

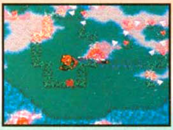


SPRITE: Boo, hoo, hoo...AH!
Won't you please help me?

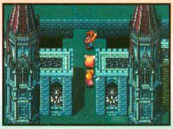
Take in the sideshow upstairs, then follow the actors when they leave. You'll overhear information about the scam they're running. When they notice you, they'll fess up and return your money. You'll meet again later.

ON TO THE WITCH'S CASTLE

Now head for the Witch's Castle. To find it, teleport your way through the Haunted Forest. Defeat the Witch to get a whip that lets you use a shortcut to get out.



Many mini-archers inhabit the Haunted Forest. Use your sword to hack down bushes that are in the way.



When you finally reach the Witch's Castle, you'll find the entrance blocked. Go around to the side to get in.

THE WORLD AWAITS

The Mana Seeds mean power. Collect all eight to gain the power you need to rid the world of evil. It's up to you to decide where you go next. There are many ways to complete the game, and no two are exactly alike. The only guarantee is that adventure awaits.

THE SPORTS

TEST DRIVE TG 2

Take a break from F-1 simulations with Top Gear 2. Pg.23

DIFFERENT KICKS

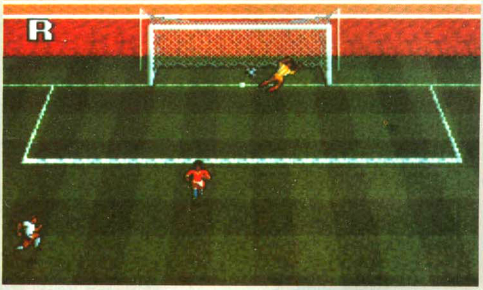
LOU Z. BALL

When it comes to sports, most of my friends think there are three games in town. You guessed it: football, baseball, and basketball. When I mention sports like soccer and volleyball, they look at me like I've just arrived from Mars or Europe. Keep an open mind, I tell them, then throw out the old games and plug in the new. Soccer's fun. You run around and kick people, and nobody wears pads. This is a real sport. There are Super NES sports games covering everything from bass fishing to bowling. In this edition of Sports Scene, we'll be focusing on a wide range of sports titles: soccer, golf, hockey, racing, v-ball and more. So don't get stuck in a rut. Check out the whole wide world of Super NES sports games. As EA says, it's in the game.

COMING SOON ON THE SUPER NES

Super Bases Loaded 2
Beast Ball
Brett Hull Hockey
Championship Pool
Ken Griffey Jr. Presents Major League Baseball
Rocky Mountain Sports
NBA Jam
NFL Quarterback Club
NHL Stanley Cup
Pelé (Soccer)
Pro Sport Hockey
Troy Aikman Football
Riddick Bowe Boxing
Side Pocket

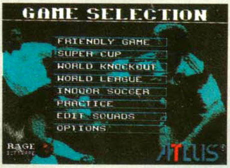
WORLD SOCCER USA



By Atlus

Irvine, CA—With the world turning its eyes to the U.S. in 1994 for the World Cup of soccer, it's about time that we took notice of the most popular sport on Earth. World Soccer '94: Road To Glory from Atlus can introduce you to the thrill of real international soccer. This one or two-player game has already been praised as the best soccer game ever in Europe, where people take their "football" even more seriously than good health and taxes.

World Soccer '94 presents a fast action, simple-to-control video simulation of soccer. Anyone can play it right from the start. Even if you've never watched a soccer match in your life, the game controls are sharp and easy to understand. Control of the player handling the ball automatically switches when you pass. The number of the player appears over his head when he has the ball. Push one button on defense to switch control of your defensive players. Push another button to dive. It's that simple. Even though the characters are smaller than in Super Soccer or Tony Meola's Sidekick Soccer, there's never any doubt who has the ball. Even more important, the view scrolls smoothly up and down the field, centering on the action while the AI keeps your peripheral players moving intelligently into offensive or defensive positions. The invisible help that you get from the computer may be the most impressive part of the game.



> **"This game has already been praised as the best soccer game ever in Europe . . ."**

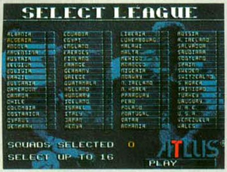
SCENE

MADDEN MAKES HISTORY

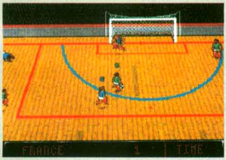
The third John Madden football title has hit the field, and it's a monster. Pg.24

INDOORS AND MORE

World Soccer '94 delivers on the field, but it also lets you play on indoor courts where the action is frenzied and the scoring comes in avalanches. Even more impressive are the options for setting up international leagues using any of 64 national teams.


SELECT LEAGUE
ALBANIA
ALGERIA
ANGOLA
ARGENTINA
AUSTRIA
BELGIUM
BOLIVIA
BRAZIL
BULGARIA
CAMEROON
CANADA
CHILE
COLOMBIA
COSTARICA
CYPRUS
DENMARK
ECUADOR
EGYPT
ENGLAND
FAEROES
FINLAND
FRANCE
GERMANY
GREECE
GUATAMALA
HOLLAND
HUNGARY
ICELAND
ISRAEL
ITALY
JAPAN
KENYA
LIBERIA
LUXEMBOURG
MALAWI
MALTA
MEXICO
MOROCCO
NIGERIA
NORWAY
N. IRELAND
N. KOREA
PARAGUAY
PERU
POLAND
PORTUGAL
QATAR
ROMANIA
RUSSIA
R. IRELAND
SALVADOR
SAUDIARAB
SCOTLAND
SPAIN
SWEDEN
SWITZERLAND
S. KOREA
TRINIDAD
TURKEY
URUGUAY
U.A.E.
U.S.A.
VENEZUELA
WALES
SQUADS SELECTED 0
SELECT UP TO 16
ATLUS
PLAY

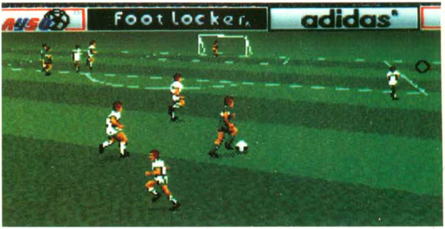
You can change rosters, play world tournaments, save your progress with passwords, customize control, and master your on-field skills in the practice mode.


FRANCE
1
TIME

The ball is dribbled slightly in front of the player, just as in real soccer. You won't get this level of realism in any other soccer game.

SUPER NES SOCCER STATS	VIEW	SAVE	FORMATIONS	TEAMS	STRENGTH METER	LINEUPS	2VS. COM.	
GOAL!	Over/ angle	Batt	Yes	24	Yes	No	No	
SUPER SOCCER	Behind ball	Pass	Yes	16	Yes	Yes	Yes	
SUPER SOCCER CHAMP	Side	No	No	8	No	Yes	Yes	
WORLD SOCCER '94	Over/ angle	Pass	Yes	64	Yes	Yes	No	
TONY MEOLA'S SOCCER	Behind ball	Pass	Yes	32	No	No	No	
WORLD LEAGUE SOCCER	Over-head	Batt	Yes	24	No	Yes	No	

TONY'S SIDEKICK SOCCER


Foot Locker
adidas

By Electro Brain

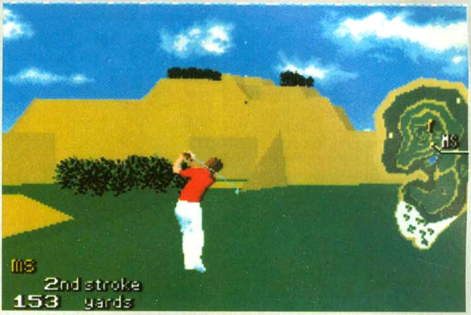
Salt Lake City, UT–The action is really down to Earth in Electro Brain's Tony Meola's Sidekick Soccer. Fans of NCAA Basketball will recognize the rapid scrolling and rotating view that keeps you behind the player with the ball. In fact, the same team at Sculptured Software created this one or two-player game.TM's Sidekick Soccer is for players who like to feel as if they're in the middle of the action. Since the view is shifting constantly, you have to concentrate with the same intensity that you would in a real sporting contest. It takes time to get used to this, and even more time may be required before players are comfortable with the sudden change-of-possession rotations that spin them around to face the opposite goal. Frankly, some players may never get used to it. Unlike NCAA Basketball with its smaller, clearly defined court and larger characters, the wide soccer field can be easy to get lost in. For those who master the perspective, however, the action can be both realistic and involving. Characters have the full range of moves and the animation is outstanding, giving the game a very realistic feel. Not much can beat the feeling of lobbing a kick so that it floats down just over the outstretched hands of the goalkeeper into the net.

> **". . . the action can be both realistic and involving."**

Players can choose from exhibition matches to full tournament play between North American teams, Latin American teams, or European teams, plus there are three trophy modes that allow you to challenge for a world championship based on Groups, as in the World Cup.

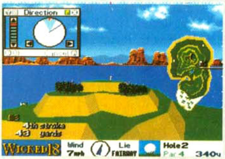
TEED OFF WITH WICKED 18

By Bullet-Proof Software



Redmond, WA–Every sport has its greatest challenge. In football, it's the Super Bowl. Baseball has the World Series. For mountain climbers, it's Everest. And in video golf, the ultimate test of man against pixel comes from Wicked 18 by Bullet-Proof Software. T&E Soft of Japan created perhaps the best golf simulation for the Super NES called the True Golf Classic series, of which there were two games: Waialae and Pebble Beach. Since then, T&E has created a new game with 18 holes of pure fantasy challenge. Licensed by Bullet-Proof Software for the American market, Wicked 18 has all the playability of the earlier True Classics games, but more challenge than you will find on any course on Earth.

At the heart of Wicked 18 is an easy-to-use interface. Selection of clubs, the angle of your shot, the stance and power of your swing are all represented clearly. The circular swing and power meter, similar to that of Hal's Hole In One Golf, is probably the most realistic control for video golf games because it recreates the curving backswing of the golf club rather than a straight line. On the course, your view can be from behind the ball or at varying distances above and behind the ball–a perspective that encompasses much of the hole. Your vital stats, including the number of strokes and distance to the pin during the current hole, are always visible along with information on wind speed and direction to the pin. You can also toggle on cool options like Shot Path, Fly-by View, Caddie Advice and a map of the hole. As for play, you can practice on any hole, play a tournament, a skins match, stroke play or compete against three friends. A battery stores your tournament information.



So much for the basics. Where Wicked 18 most departs from other golf simulations is the course itself. Some of the fairways wind between canyon walls while some greens sit atop steep-sided mountains. Other holes are studded with the stone columns of Greek ruins and placed inside a volcanic cone with a pool of lava as the hazard. Whatever golfers most dread, from cunning bunkers and islands in the sky that block approach shots, to vast water hazards and impossibly tiny greens, can be found in Wicked 18. Even a game like PGA Golf with its four real courses can't compete for variety and challenge.

"... in video golf, the ultimate test of man against pixel comes from Wicked 18"

The landscape is created from polygons that scale larger as you approach. This can make for some confusing moments when the view zooms in on the ball as it bounces off one slope and then another. Equally disturbing is the fact that many of the slopes are invisible during the fly-by or on the map. On the seventh hole, for instance, a steep ridge runs down the center of the fairway. You need to hit your drive perfectly in the center or watch it roll into the rough, but unless you've played the hole before, you won't realize that the ridge is even there.

Wicked 18 may not prepare you for the realities of golf, but it will give you the toughest round you can imagine and a whole lot of fun.

◀ BALDING ▶

REMOTE CONTROLLED GOLF BALLS

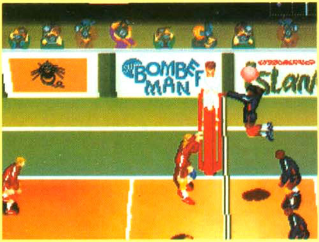
When you need a few extra holes-in-one.

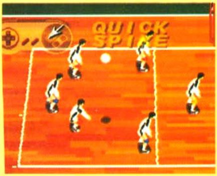
GET SET FOR DIG AND SPIKE V-BALL

By Hudson Soft

South San Francisco, CA—Volleyball has come in from the Olympic courts and the beaches of Southern California to your Super NES thanks to Hudson Soft's Dig & Spike Volleyball. Players can choose from international V-Ball in either one or two-player modes, a training mode in which you can practice serving, blocking and spiking the ball, and a World Cup competition. If you choose Beach Volleyball, you can play against the game or a friend, or you and a friend can challenge the computer.

The slightly angled side view gives players a clear view of the court, unlike Hyper V-Ball which limits its perspective to a side view. The result is that Dig & Spike is much more realistic. It's easier to set up spikes or move in to block a shot. There's also an inset radar screen to show you exactly where all your players are located. The one drawback of the game is that the view encompasses only about half the court. On serves, the screen scrolls too slowly to let the receiving player see the ball and move his or her players into position to get the dig or set up. Unfortunately, the radar screen doesn't show the position of the ball, either.





> **"For V-ball fans, this is definitely one game to check out."**

On the positive side, the variety of shots in Dig & Spike is impressive. For instance, you have three types of serves: an underhand lob, an overhead set shot, and an overhead jumping serve. Once you master the art of anticipating where the ball is positioned in the air, you'll find that you have remarkable control. For V-ball fans, this is definitely one game to check out.

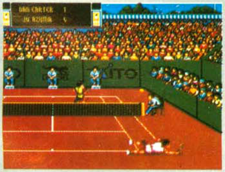
ON THE INTERNATIONAL TENNIS CIRCUIT

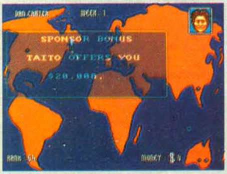
By Taito

Wheeling, IL—Tennis may be one of the toughest games to simulate realistically in a video game format, but Taito has done a credible job with International Tennis Tour. One or two players can duel for the number one spot in the world of international tennis. You can play singles or doubles and you and a friend can challenge the computer by playing doubles on the same team. World tournaments include 16 nations, but you can also choose to play tournaments around the world for cash prizes.

As interesting as the options are in International Tennis, the best part of the game is the on-the-court action. The perspective is just high enough to give you a good view of the ball even when it's close to the net. Control of both ground shots and volleys feels very realistic. Serving is simple, unlike Jimmy Connors Tennis which used a sophisticated aiming process, or Amazing Tennis which required precision timing. The result is that you don't waste as many shots.

Even though the play may seem fairly easy at first, there are three levels of difficulty and many computer characters with different styles and skill levels. In addition to all this, you can play on four surfaces and the announcer has a French accent. As for the animation, it's also excellent, especially when you have to dive for a saving shot. Tennis fans may make this one a real hit.





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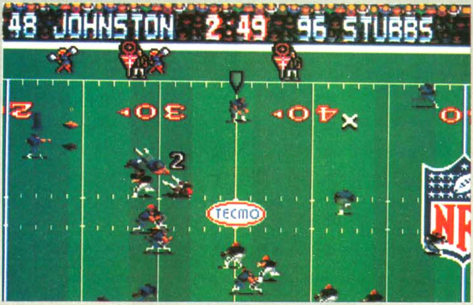
TECMO SUPER BOWL ARRIVES



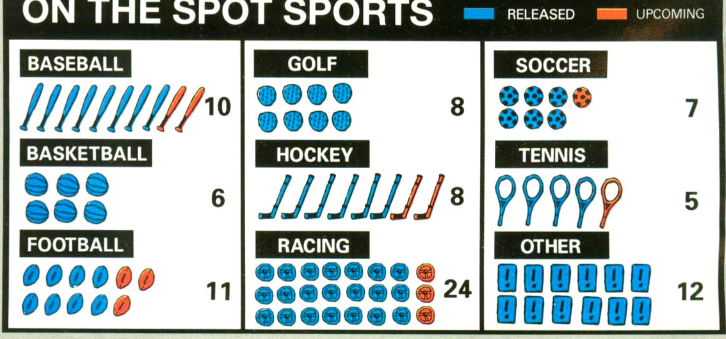
By Tecmo

Torrance, CA—After months of development, Tecmo has unveiled the long-awaited Super NES version of its top-selling Tecmo Super Bowl (TSB). This souped-up version of the NES classic features all 28 NFL teams and players and the 1993 schedule. As in the original NES game, TSB Super NES shows a side angle view of the field with smallish characters. The real strength of this game is its number of options. For instance, you can play an entire scheduled season for any team or many teams. Any team can be controlled directly or by a coaching option that lets you pick plays, then watch the results. You can skip certain teams or let the computer control them while you watch the scores tally up on the board. If you have a group of football fanatics or a fantasy football league, Tecmo Super Bowl has the right stuff for you including plenty of stats and updated league standings plus a battery to save all the results.

If you prefer reality and playability in your football, TSB has some problems beginning with the control of players. The characters are rather small and the field perspective is so removed that you seldom feel as if you're really in control of either offensive or defensive players. The number of plays from which you can choose is also limited, especially on the defensive side. Even more limiting is the fact that you can't switch control of your defensive player, a feature which is found in virtually every football game from the John Madden series to NFL Football. On the other hand, the simplicity of Tecmo Super Bowl may appeal to players who want a quick game.

TOUCHDOWN
6-3

ON THE SPOT SPORTS

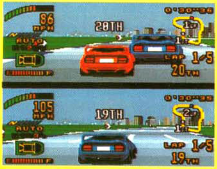


TOP GEAR 2 TAKES IT TO THE LIMIT

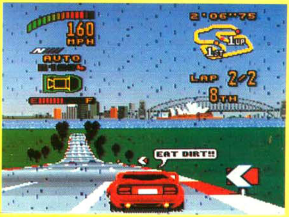
By Kemco

Redmond, WA–Two-player racing games for the Super NES have become almost commonplace since the introduction of the original Top Gear almost two years ago, but few have matched the fun factor of that game. Kemco's sequel, Top Gear 2, leaves its predecessor in the dust with fine graphics and a terrific variety of 64 race courses from around the world.

Top Gear 2 puts you behind the wheel of a hot stock car that becomes even hotter as you win prize money and upgrade your engine and other systems by four levels. You can also improve your speed on the track by picking up Power-Ups that appear on the road.



As a one-player game, Top Gear 2 doesn't provide the skill-driving challenge of Nigel Mansell's World Championship. If you have several nitro boosts at hand, you'd have to drive backwards not to finish in the top ranks. But the game is still a kick, due mainly to the huge variety of courses and conditions that vary from sunshine to rain to fog and from night to day. Some stages have obstacles in the road while others have ramps to jump over. Many of the background scenes are from famous world locations like the Valley of the Kings in Egypt. Each of the courses is unique, some being long enough to require refueling while others are over quickly. The 3-D terrain with lots of real hills is also unique to Top Gear 2.



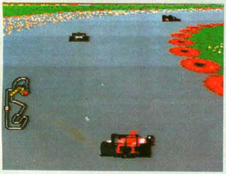
The split screen two-player mode provides the most fun, but you are still limited to the courses for which you have earned a code. Unfortunately, Kemco didn't include a practice option so that you could check out any course, and the password codes are much too long. Still, this is an easy and, most of all, fun racer.

F1 ROC II POSTS WINNING TIME

By Seta

Las Vegas, NV–If Seta's F1-ROC II reminds you of F-Zero, there's a reason for it. Like F-Zero, F1-ROC II uses a special DSP chip inside the Game Pak to deliver super fast scrolling graphics in this one-player racer. The actual speed you see, however, depends on your skill behind the wheel. Beginning your racing career in the Group C circuit, where all aspiring F1 drivers log thousands of hours, you'll have to win eight races to move up to the next level of F3000 racing. After winning the F3000 circuit, you'll finally join the F1 Grand Prix in sixteen races. After that, there's another full season of racing against even tougher veteran drivers. As you might imagine, the name of this game is challenge, and it may be the most challenging of the F1 games to come out this year.

"F1-ROC II uses a special DSP chip . . . to deliver super fast scrolling graphics"



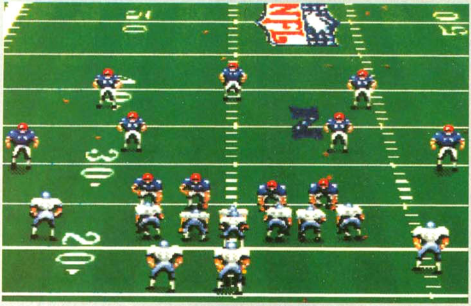
The high-powered DSP of F1-ROC II delivers speed, but it doesn't necessarily deliver realistic looking graphics. The animation of the car as it turns and the backgrounds aren't in the same league as either Nigel Mansell or Top Gear 2. The engine sounds like a headache rather than a motor. Of course, graphics and sound aren't everything. F1-ROC II includes some user friendly options like a battery-saved memory and an R&D screen for improving your car's mechanical systems. Most of all, it's fast.

SUPER
LEAD FOOT
FOOTWEAR

Don't take speeding for granted.

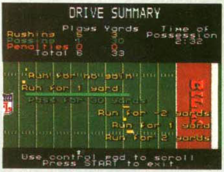
Guaranteed to put the pedal to the metal.

MADDEN GETS EVEN BETTER



By Electronic Arts

San Mateo, CA—When it comes to video game football, no name stands out from the crowd like John Madden, and Electronic Arts' third game in the John Madden series is the classiest of them all. For sheer fun and playability, Madden NFL '94 leaves the competition back in the locker room. How does this new version score over last year's excellent game? First off, Madden '94 has a full season option and a password to keep you in the thick of the championship race. Second, the graphics are larger and even sharper than before. Third, control of players has been improved. Fourth, there are more Madden choice teams from NFL history. Fifth, there are cool new informational additions like the Drive Summary. Sixth, the sound is improved . . . By now you're probably beginning to get the picture. EA improved the game in almost every area, but retained the best parts of Madden '93. If that isn't enough, they even added a five-player option for players who have the Hudson Multitap so everyone can get into the action.



```
DRIVE SUMMARY
           Plays Yards  Time of
Rushing      5     3    Possession
Passing      1    30      2:32
Penalties    0     0
    Total    6    33

Run for no gain
Run for 1 yard
Pass for 30 yards
Run for -2 yards
Run for 1 yard
Run for 2 yards

Use control pad to scroll
Press START to exit
```

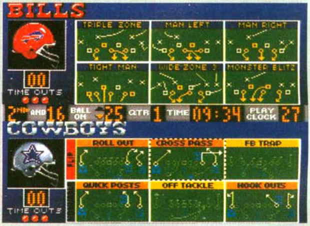
> **"For sheer fun and playability, Madden NFL '94 leaves the competition back in the locker room."**

Down on the grid iron, the perspective is a bit closer and slightly behind the offense and now the field scrolls forward realistically as the action moves downfield. You can run instant replays at any time and move them forward or backward step-by-step to see exactly how every player reacted. This is particularly useful in analyzing how the computer moves the rest of your team so that you can most effectively run plays. Other toggle options include being able to turn on the Maddenism option for extra color commentary. Play calling is improved, as well. Last year's game had weird categories like Hands. This year, you choose a play category that makes sense, like Single Back, Pro Form or Shotgun. In addition to that, you can program up to three audibles that you can call at the line or you can pick a play and let the computer execute it for you. The choices are almost endless.

NFL HISTORY

Perhaps the most unique aspect of Madden football games are the All-Madden and historical teams that you can use. For anybody who has wondered what it would be like if past Super Bowl champions met today's top teams, Madden NFL '94 can give them the answer. There are 12 all-time great teams, 38 Super Bowl teams dating back to 1966 and two All-Madden teams. Of course, all of the players on those teams are modeled after the real guys. As for the current teams, just check out the scouting reports before the game and you'll see that they also reflect the actual teams in nine categories.

If you've been waiting for the perfect football game, you may not have to wait much longer. Madden NFL '94 has it all except the pains and stains.

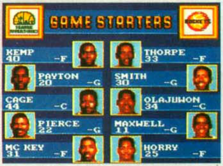


NBA SHOWDOWN IN TOWN

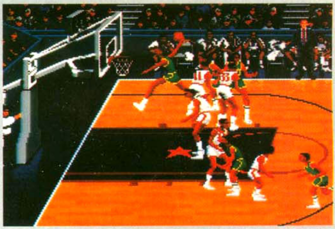
By Electronic Arts

San Mateo, CA–Electronic Arts moves into the big leagues of Super NES basketball games with NBA Showdown. Forget Bulls Vs. Blazers. About the only thing shared by that title and NBA Showdown is the marquee shots for all-star players. In every other way, from graphics to play control, this is a new and greatly improved basketball game.

NBA Showdown is a one or two-player battery-saved memory game that includes both full season, exhibition and playoff options. The two basic modes of play are simulation and arcade. In simulation, players get tired and foul out. The arcade mode keeps your starters fresh. The simulation mode is particularly realistic since one of the winning strategies in the NBA is making smart substitutions during a game. You can play the two-player game against a friend or cooperatively. The coolest feature, however, is that you can swap players in the Pre-Season mode to create the ultimate team. Imagine Michael Jordan and Charles Barkely playing on the same team. With NBA Showdown, you don't have to imagine it anymore.

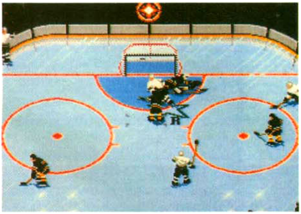

GAME STARTERS

KEMP 40 -F	THORPE 33 -F
PAYTON 20 -G	SMITH 30 -G
CAGE 44 -C	OLAJUWON 34 -C
PIERCE 22 -G	MAXWELL 11 -G
MC KEY 31 -F	HORRY 25 -F



Play calling is still limited to using a player's marquee shot, unlike NCAA Basketball and Tecmo NBA Basketball, both of which allow play calling. The speed of the action is also a bit slow, but it doesn't really take away from the fun since you have good control over individual players on both offense and defense. If the NBA is your reason for living, NBA Showdown may be your game.

NHL '94 ICES THE COMPETITION



By Electronic Arts

San Mateo, CA–NHL '94 includes both the NHL and NHLPA licenses, so you get real teams and real players in this one or two-player ice hockey game from EA. The options this time include Regular Season games, a playoff mode with passwords, a seven game series and shoot outs. The improvements in graphics, sound and the layout of information and options is subtle. The biggest change is the inclusion of real NHL franchises so you can simulate league play.

Before the match begins, scroll through the individual match ups to see which player has the advantage. During the game, you can change your lineup by bringing in players from the bench. An automatic or manual goalie option lets you take total control into your own hands. If you want, you can even play without a goalie to add strength to your power play.

"The biggest change is the inclusion of real NHL franchises . . ."

On the ice, the action is fairly fast with lots of checking, passing and shooting. Although fans boo hard body checks, sometimes it's the most effective means for getting to the puck. There's no fighting option like in Hit The Ice, so the game is really a matter of skill. Since the real teams in the NHL vary greatly in talent and this game reproduces the strengths of the real team, you can improve your chances of winning by picking one of the stronger teams. It will be interesting to see how the two upcoming behind-the-puck view hockey games (NHL Stanley Cup and Brett Hull Hockey) will compare to NHL '94.

SIM ANT®

THE ELECTRONIC ANT COLONY

Maxis, the masters of simulation, have turned their focus from modeling macro systems, like cities and planets, to micro systems, like an ant colony. SimAnt puts you in control of a living colony and asks you to make it grow against all odds. Enemy ant colonies, other insects and even humans stand in your way. It's time to ant-e up.

DIST-ANT RELATIVES

The idea of modeling complex systems isn't new, but Maxis has made it into an artform. The previous Sim games are creative tools that let you explore how things work and behave. SimAnt is all of that, plus it has more game goals than previous Sim games.

SIMCITY

SimCity put players in control of a city. They could plan its growth and chart its progress from village size to megalopolis.

SIMEARTH

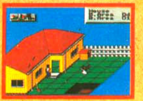
SimEarth expanded the concept of making the player a creator. You controlled all the vital systems of a planet, hoping to encourage the rise of life.

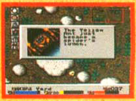
SIMANT

In SimAnt, your colony often comes under attack. The resulting sense of danger is more the feeling you get in an action game than a simulation.

FAN-ANTICS?

What sort of warped mind wants to be an ant? How about someone who likes a challenge. After all, it isn't easy being the size of an ant or having the brain of ant. It's also for people who like danger. What could be more dangerous than being in a world where everyone is a million times bigger than you? You can even learn a thing or two from playing this game, that is, if you learn to survive.

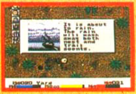




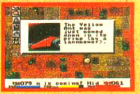
The Yellow Ant just became a spider's lunch.

IT'S ANT-EAT-ANT

Reality can get pretty ugly if you're an ant. Antlions are hunting you, people are stepping on you. You can even drown in a raindrop if you're not careful. SimAnt portrays ant life in a realistic, no-holds-barred way. There's no fluffy-bunny stuff here. Food, shelter, workers, soldiers, warfare, exploration. It's gritty. It's real. It's an ant expose. Not everyone can handle it.



It is about to rain. The rain will wash away both nest and trail scents.

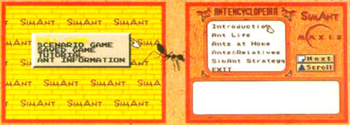


The Yellow Ant was just mowed down in its prime (by a lawnmower).

TM & © 1993 Maxis

THE ANT FILES

Sim Ant is not a one dimensional game. There is the Original game, which takes you from the first flight of a queen through the conquest of the yard and house (if you can get that far). There's also a Scenario game where you have limited initial circumstances and only a single region to conquer. In addition, there's a Tutorial to help get you started and the Ant Info section where you can learn about ant anatomy, life cycles, nests and game strategy.


SIMANT
SCENARIO GAME
SAVED GAME
TUTORIAL
ANT INFORMATION
ANT ENCYCLOPEDIA
SIMANT
Introduction
Ant Life
Ants at Home
Ants&Relatives
SimAnt Strategy
EXIT
MAXIS
Next
Scroll

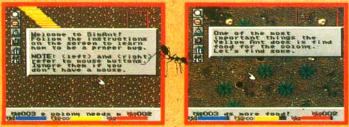
THE TUTORIAL

ANT LESSONS

The Tutorial option takes you through the process of playing SimAnt step-by-step in what is certainly the most complete on-screen tutorial for any Super NES game. You'll learn the basics of control and survival before trying the Original or Scenario games on your own. For everyone who hates reading manuals, this is the hands-on way to learn the game.

THE ANT-I-DOPE

The help features of Sim Ant extend beyond the Tutorial to a pop-up help message that tells you how to perform certain functions in the game. The pop-up messages also warn you of things you should have done or that you still need to do. Since some concepts and operations in the game are complex, this can be useful.



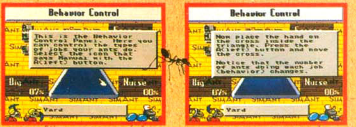
Welcome to SimAnt! Follow the instructions on the screen to learn how to be a proper bug.

NOTE: (left) and (right) refer to mouse buttons. Ignore them if you don't have a mouse.

One of the most important things the Yellow Ant does is find food for the colony. Let's find some.

003 e colony needs m 002
003 ds more food! 002

From digging to feeding, SimAnt tells you how to survive and thrive as an ant. The step-by-step Tutorial lets you move your ant just as you would in the game.


Behavior Control
Big Ant
07%
Nurse
00%
Yard

This is the Behavior Control Panel. Here you can control the types of jobs your ants do. Select the icon that says Manual with the A(left) button.

Now place the hand on the cross inside the triangle. Press the A(left) button and move the cross.

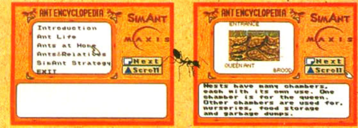
Notice that the number of ants doing each job (behavior) changes.

SimAnt can help explain complex game functions and ideas in its pop-up help system. In this case, you can learn how the Behavior Control Panel works.

ENCYCLOPEDI-ANT

INFORM-ANT

The Ant Encyclopedia contains useful information on five subjects of vital importance to anyone playing SimAnt. The descriptions of ant anatomy, the life cycles of ants, the structure and function of ant nests, related species like bees and their behaviors, and winning strategy tips for SimAnt can all help you win. Once you select a subject, the screen shows a picture and gives a text description through which a stud-ant can scroll. Move on to the next entry in that category by pushing NEXT.

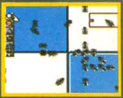

ANT ENCYCLOPEDIA
SIMANT
MAXIS
Introduction
Ant Life
Ants at Home
Ants&Relatives
SimAnt Strategy
EXIT
Next
Scroll
ENTRANCE
QUEEN ANT
BROOD

Nests have many chambers, each with its own use. One chamber is for the queen. Other chambers are used for, nurseries, food storage and garbage dumps.

Use the Ant Encyclopedia to learn interesting and useful facts about ants and their behaviors. Much of what you learn can be used directly in the game.

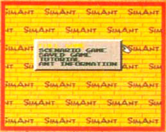
MOUSE MOVES

Perhaps the best way to play SimAnt is with the Super NES Mouse. Just plug in the Mouse and point, drag and click your way to ant supremacy. Since the original computer versions of SimAnt were designed for this method of control, the game feels more natural with the Mouse.



TWO CHALLENGE-ANTS

SimAnt lets you play in one of two ways. The Original game can become a lengthy campaign of colonizing new areas and battling other ants. It requires many hours to complete and will take you from the wilderness of the yard to the dangers of the house. In the Scenario games, you'll start off in a limited area with certain hazardous conditions to overcome. There are inside and outside Scenarios. You'll be given goals in each scenario.

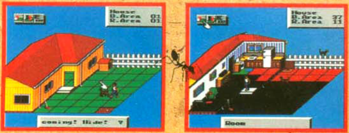

SIMANT
SCENARIO GAME
SAVED GAME
TUTORIAL
ANT INFORMATION

House
B.Area 39
R.Area 11
5 more food!

FULL GAME

HOUSE CONQUEST

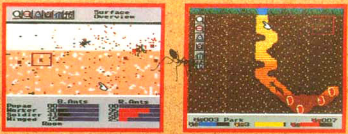
The goal of any self-respecting ant, of course, is to live in a huge mansion with all the amenities. The fact that humans conveniently build these palaces doesn't faze the ants for a moment. Your goal will be to colonize enough areas of the yard to reach the house and thus make your dream come true.


House
B.Area 01
R.Area 03
coming! Hide!
House
B.Area 37
R.Area 11
Room

Most people don't realize that the natural abode for ants is in a house. They don't take out a mortgage, though. They just march in and take over.

ANTS VS. ANTS

Initially, your biggest obstacle to expansion will not be humans but other ants. A colony of evil red ants lives in the yard with you, and they too are bent on the colonization of the yard and house. You'll have to fight them and win to control your territory, secure food resources and move on to new regions of the yard.


Surface
Overview
B.Ants
R.Ants
Pupae
Worker
Soldier
Winged
Room
Park

Know thy enemy. Charts can help detail the red ant threat. You can see how many reds there are in the different categories. You can also raid their nest.

SCENARIO GAME

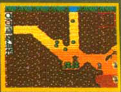
THE DIFFER-ANTS

If you beat the first Scenario in the park, you'll move on to a second. There are eight scenarios in all, including a house scenario and river scenario.

1
YEAR IN AN ANT'S LIFE

THE CONTEST-ANTS

So which game is best? The Original game or the Scenario game? The Original game is more involving and deals with all levels of ant society whereas the Scenario game is more limited. Since the game has a battery backed-up memory, you don't have to worry about the length of the game, but the Original game can take from 20 to 60 or more hours to play and it will be a bit different every time you play. The Scenario game can be quicker, but it's limited challenges are more interesting as a diversion from the complete Original game.

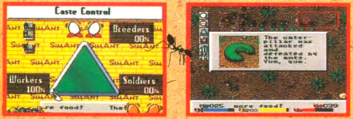


SURVIVAL STRATEGY

Below are some strategies to help you get started in SimAnt. If you're a wise-ant, you'll also play through the tutorial to pick up some hints, plus you'll browse through the Ant Encyclopedia for more tips. Perhaps the most important thing to keep in mind is balancing your castes or types of ants like Worker or Soldier or Breeder. At different stages of a colony's development, you should be making more than one caste from the others.

WORKERS

Early in the game you want to concentrate on two things, hatching Workers and bringing in a huge store of food. You'll find food scattered about with greater concentrations in certain areas. Explore the region and dig your nest near the largest supply of food. For now, set the Caste Control to Workers at 100%.

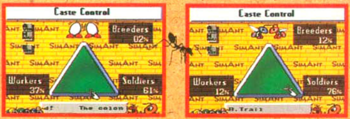

Caste Control
Breeders 00%
Workers 100%
Soldiers 00%

The caterpillar was attacked and defeated by the ants. Yum, yum.

more food!

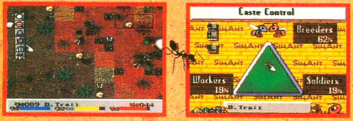
ARMY ANTS

Once you've gathered a horde of supplies, it's time to start thinking about subduing your enemies—the vile and loathsome red ant menace! Set the Caste Control to a high rate of Soldier production, which results in an army of new ants being born as Soldiers. Continue creating some Workers and Breeders.


Caste Control
Breeders 02%
Workers 37%
Soldiers 61%
Caste Control
Breeders 12%
Workers 12%
Soldiers 76%
B. Trail

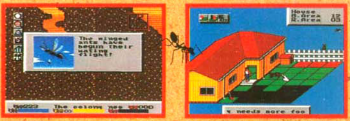
CAUTION

Although Winged Ants or Breeders are the instruments by which you'll expand your ant empire, you don't want to spend your resources on them until your colony is fairly well-developed. Breeders use resources and don't do anything for you until their breeding flight. Wait until you have 60 or more ants in the nest before creating Breeders.


B. Trail
Caste Control
Breeders 62%
Workers 19%
Soldiers 19%
B. Trail

EXPANSION

When the colony expands to about 80 or so ants, it's time to push the Caste Control higher to about 80% Breeders so that you can quickly produce the breeding pairs needed to move the colony further. The more ants that you have for the breeding flight, the more new territory you'll move into and the more successful you'll be.



The winged ants have begun their mating flight!

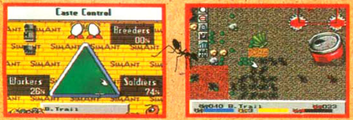
The colony nee

House
B.Area 12
R.Area 03

y needs more foo

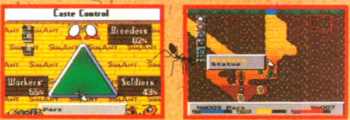
FIGHTING

In the Scenario game you'll concentrate most of your effort on staying alive, which means finding food and fighting off invaders. Since your basic goal is simply to survive, concentrate on producing both Workers and Soldiers. The Soldiers are most important because the competition from other ants can be high in the Scenarios.


Caste Control
Breeders 00%
Workers 26%
Soldiers 74%
B. Trail
B. Trail

NO BREEDING

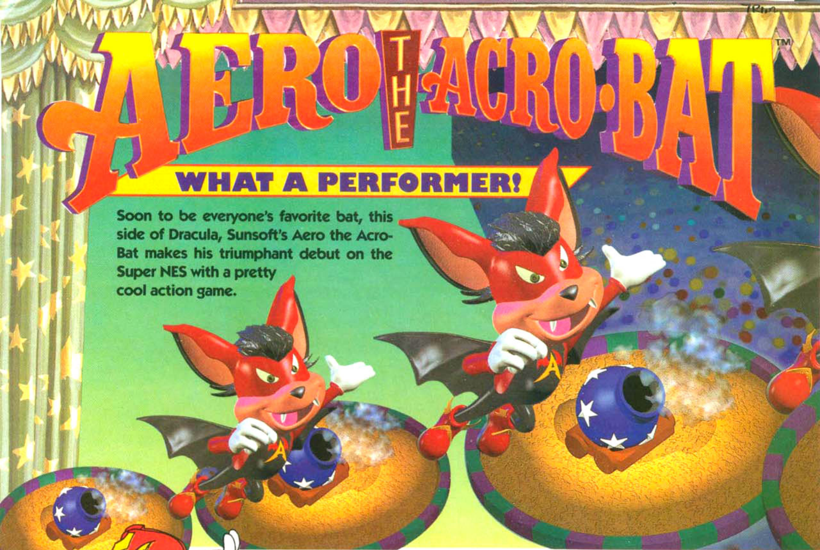
Breeders only weaken your chances of success in the Scenario games because they use up food and contribute nothing. When setting the Caste Control, concentrate on Workers and Soldiers. If you win one Scenario, you'll automatically fly to the next Scenario and start a new colony.


Caste Control
Breeders 02%
Workers 55%
Soldiers 43%
Park
Status
Park

AERO THE ACRO-BAT™

WHAT A PERFORMER!

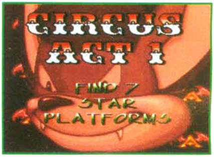
Soon to be everyone's favorite bat, this side of Dracula, Sunsoft's Aero the Acro-Bat makes his triumphant debut on the Super NES with a pretty cool action game.



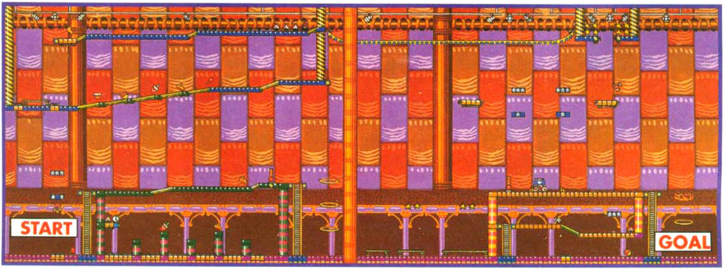
CIRCUS

ACT 1

Most areas in this game are vast. Act 1 of the Circus stage is not overly large, but by no means is it small! Aero's patented Drill Attack jump should be employed frequently throughout this level and the rest of the game. Pressing the B Button once makes Aero jump. Pressing it again makes Aero spin with another burst of forward motion. You can press the Control Pad in the diagonal direction that you want Aero to spin in order to reach a platform or attack.



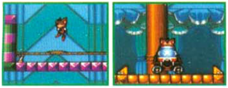
CIRCUS
ACT 1
FIND 7
STAR
PLATFORMS



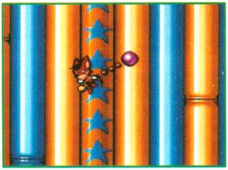
© 1993 Sun Corp. of America ® Sunsoft

"HEY FANGS A LOT NINTENDO POWER. YOU GUYS ARE THE COOLEST!"

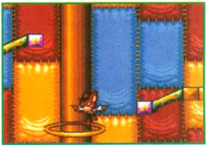
THE MANY TRICKS OF THE TRADE



Near the beginning of Act 2, Aero can bounce off of a trampoline to find a B Ball sitting on a ledge. By picking up this Item, Aero will go directly to a Bonus Stage after completing the Act. Watch for flying menaces above, but don't miss the opportunity to pick it up!



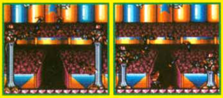
Aero can grab on to a trapeze and can clear wide gaps in Act 3. He learned this skill high above the circus ring.



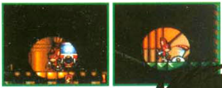
Aero has to jump through a total of 25 magic rings in order to finish Act 4. It's not an easy task, considering the size of the Act.

MEET THE STILT BROTHERS

Twin jugglers confront Aero after all five Circus Acts have been completed. Jump up and execute a Drill Attack at the Stilts. A section of the stilts will break away. Do one side and then the other in an alternating fashion to keep the brothers at the same height. Doing so causes them to drop fewer flaming pins.



Aero nails the Stilt Brother on the right and then he heads off to do battle with the other. Watch out for the flames on the ground. Take small jumps to leap away from danger.

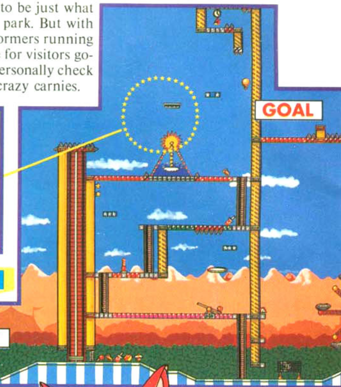


Turn on the lights! Aero will have to find all of the switches in Act 5 to make the house lights come on. Cannon-pushing will be a requirement here.

FUNPARK

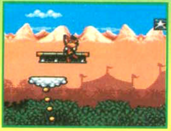
The Funpark is supposed to be just what its name implies . . . a fun park. But with all of the weird circus performers running around, the Funpark isn't a safe place for visitors going to the midway. Aero will have to personally check out the rides and do away with the crazy carnies.

ACT 1

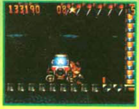


OVER THE TOP

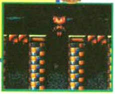
If Aero rides this Lift around and jumps to a platform above it, he'll be well on his way to finding a 1-Up above the Star Platform. Remember to explore every possible area!



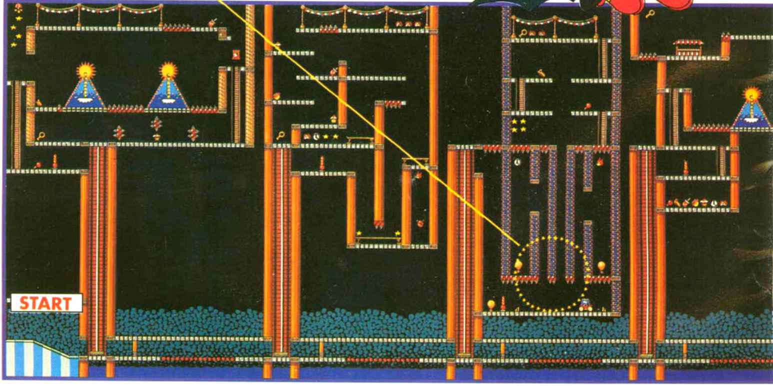
CANNON PLACEMENT



Move the Cannons to the most opportune location before hopping in them and shooting yourself skyward. There could be deadly spikes above, so don't overshoot the cannon blasts!

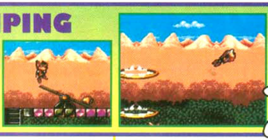


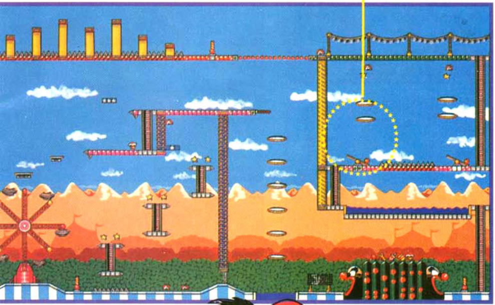
ACT 3

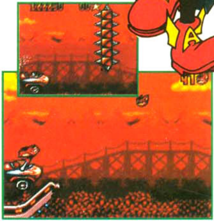


SEE-SAW JUMPING

Jump on one end of the see-saw and then move to the other when the ball drops back down. Using a mid-air Drill Attack gets you more distance.

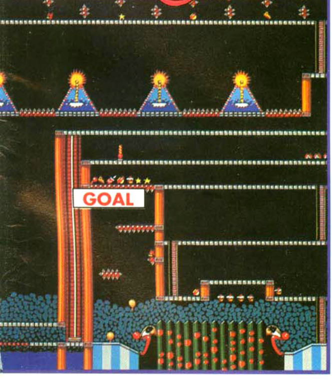


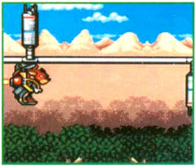




In Act 2 of the Funpark, Aero hops in a roller coaster car and must avoid a nasty series of spikes and gaps as he speeds along the track. Just staying alive is the goal!

THE SHOW MUST GO ON IN ACTS 4 & 5



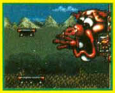


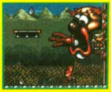
In the Rotor, Aero blasts off on a high speed ride. Press Up and Down to avoid the obstacles.

To clear all 25 Magic Hoops in Act 5, Aero is going to have to do some fancy flying. Each Magic Hoop will disappear when Aero passes through it. Use the trampolines to boost Aero to new heights and use the Drill Attack for extra jumping distance.

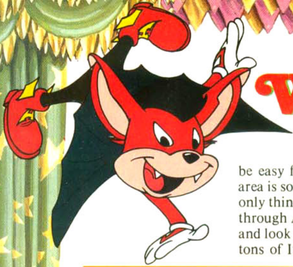
MEET MR. BUBBLES

A truly crazy contraption, Mr. Bubbles moves up and down on the right side of the screen. Aero needs to hit its nose with a Drill Attack. However, avoiding the hand that reaches out from the mouth and the tears that squirt from its eyes is no easy task!



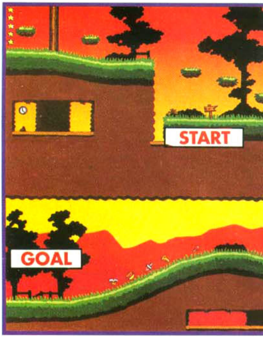


Shield Aero by running under Mr. Bubbles and then return to the ledges for more Drill Attacks.



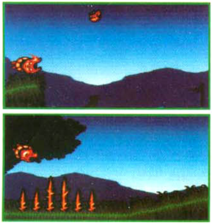
ACT 1

WOODS

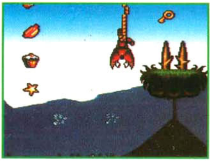


The evil Edgar Ektor has led our nocturnal hero to the Woods. It'll be easy for Aero to get lost here because the area is so expansive. Just finding the exit is the only thing that Aero really has to do to make it through Act 1. Study the maps before you play and look for key areas where Aero can pick up tons of Items.

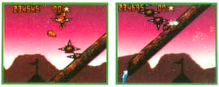
TRICKY ACRO-BAT-ICS



When Aero takes the Barrel Roll, you'll have to help him jump over pits and groups of spikes.



It had to happen! Bungee jumping in a video game! A very cool touch indeed. Undaunted by heights, Aero hooks up the Bungee cord and takes the plunge into several ravines. Look for the keys along with the other Items below.



Reminiscent of a stage in Bubsy, Aero rides the rapids on log chutes. Jump and duck to avoid getting impaled by groups of spikes. Jump upstream to reach a couple of 1-Ups!

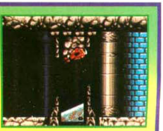
MUSEUM

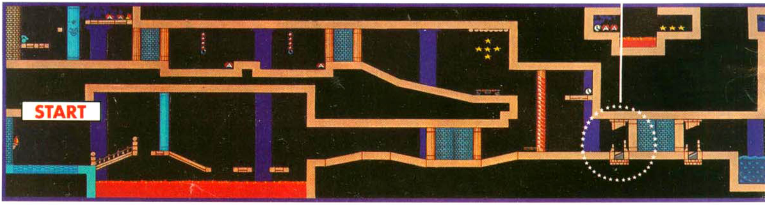
Another huge area, the Museum is full of creepy characters and other difficult hazards. As Aero has progressed through this entire adventure, the number of hidden and out-of-the-way Items has increased. In the Museum, that number goes through the roof! There are many areas that are hidden.

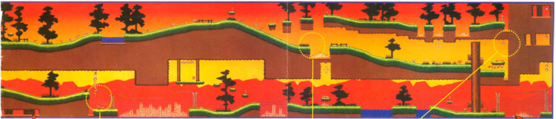
ACT 1

CHOPPERS

Wait for the guillotines to fall (they fall upwards), and then use a Drill Attack to jump through the opening when they reset themselves.







ITEM FEAST

By all means, take time out to catapult Aero to the top of this Item chain. A 1-Up is at the top!

LONG LEAPS

There are a couple of very wide gaps that Aero will have to jump over in the Woods. When you come upon one, run back and then sprint toward the gap. Jump and then do a Drill Attack to clear them.

GO WHERE?

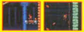
Use a trampoline and a Drill Attack to boost Aero into this corner of the rock walls and press Right on the Control Pad. There is a hidden area that houses a 1-Up here.

PLAY THE BONUS ACTS!

Aero will get the opportunity to score extra points and extra lives by completing Bonus Acts. The Bonus Item for the Circus is located in Circus Act 2. The Funpark Bonus Item is located in Funpark Act 4. Lastly, the Bonus Item for the Museum can be found in Act 3 of the Museum. The Bonus Item in the Museum is especially important to find because there are an incredible number of Items in Bonus Act 3.

In the first Bonus Act, dive through the 12 rings and then land in the water to complete the Act. Aerial shows up a few times with a fan in an attempt to blow Aero off course.

By exploring near the goal of Act 4 in the Funpark, Aero will find the Bonus Item. After completing the lengthy Act, Aero will be off on a totally wild roller coaster ride!



High above the goal in Act 3 of the Museum, Aero will locate the Bonus Item resting on a ledge. An Item bonanza awaits our batty hero in the Funpark Bonus Act. Go Aero!

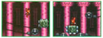
SAFETY DRILL

When bouncing on the trampolines to clear the columns, use a Drill Attack to shoot through the gaps. It's easier to avoid the saw blades.

CLOWNIN'

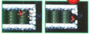
A couple of large clowns are disguising themselves as stone statues in the Museum. They are located on the second and fifth statue pedestals. Approach them slowly and move into position so you can nail them a few times with Drill Attacks. Aim your attack for their feet. You may be able to get rid of them with fewer hits. Get rid of them before moving on.

RIDING THE BELTS



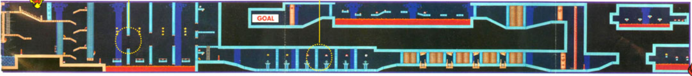
Aero wonders why there are conveyor belts in the Museum. Upon completing Act 2, he still doesn't know! The thing to look out for are the saw blades. Don't touch them!

Before stepping on slick, surfaces in Act 3, scroll the screen ahead to see what kind of obstacles are coming up.



In Act 4, Aero will encounter many "false" walls. He can break through these walls using several Drill Attacks to find new areas. Many of these areas are well stocked with helpful Items. Try every wall!

Bouncing off of the wall-mounted trampolines in Act 5 will keep Aero quite busy and will keep your head spinning!



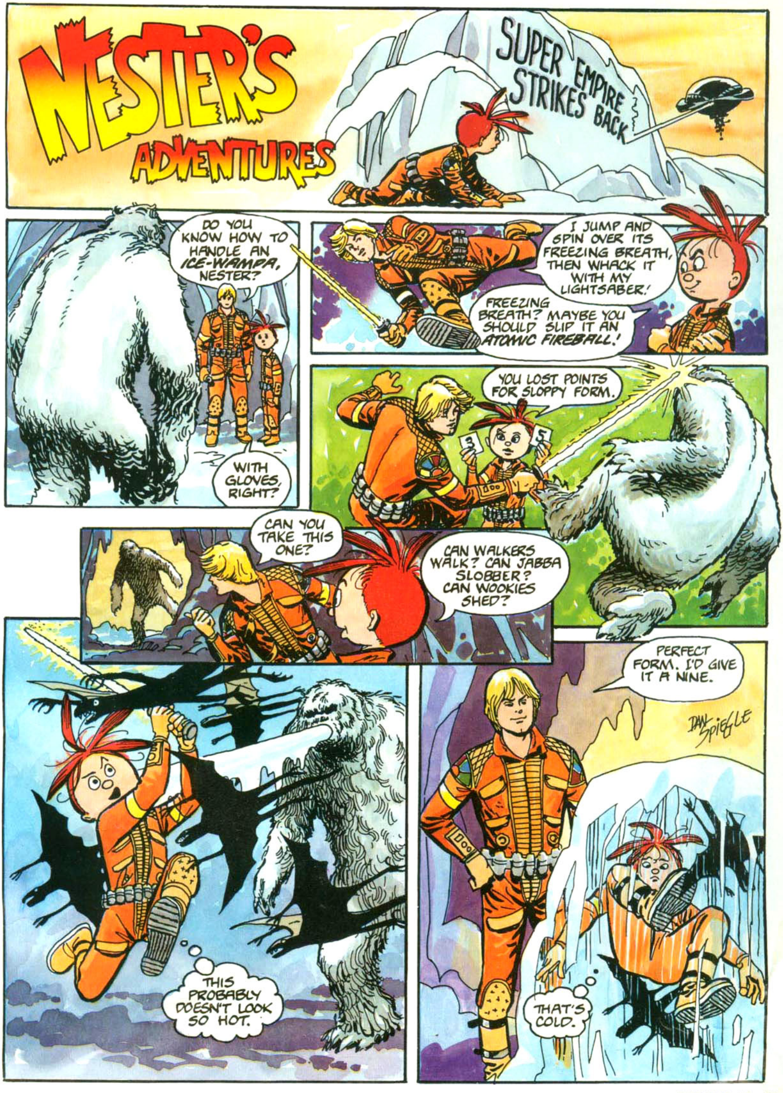
BATMAN™

The Animated Series

Coming Soon to your Game Boy from Konami

TM & © 1993 DC Comics
© 1993 Konami

NINTENDO POWER


NESTER'S ADVENTURES
SUPER EMPIRE STRIKES BACK
DO YOU KNOW HOW TO HANDLE AN *ICE-WAMPA,* NESTER?
WITH GLOVES, RIGHT?
I JUMP AND SPIN OVER ITS FREEZING BREATH, THEN WHACK IT WITH MY LIGHTSABER!
FREEZING BREATH? MAYBE YOU SHOULD SLIP IT AN *ATOMIC FIREBALL!*
YOU LOST POINTS FOR SLOPPY FORM.
3
5
CAN YOU TAKE THIS ONE?
CAN WALKERS WALK? CAN JABBA SLOBBER? CAN WOOKIES SHED?
THIS PROBABLY DOESN'T LOOK SO HOT.
PERFECT FORM. I'D GIVE IT A NINE.
DAN SPIEGLE
THAT'S COLD.

SUPER NES MOUSE

JURASSIC PARK

TM & © 1992 U.C.S. & AMBLIN

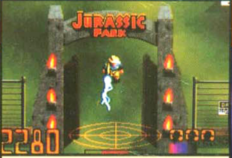
16 MEGS IN THE MAKING

Jurassic Park, last summer's blockbuster movie, comes to the Super NES in 16 big, beautiful megabits, compliments of Ocean of America. The story line remains true to the original Michael Crichton novel and features world-renowned paleontologist Alan Grant in the central role. The park itself is graphically depicted in rich graphics from an overhead view, but inside the various park buildings the perspective becomes first-person. While inside, you can control Dr. Grant using the Super NES Mouse.

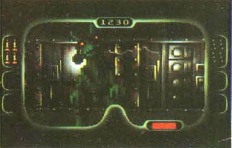
SURROUND SOUND

Animal sounds, weapon fire and digitized human voices are made more realistic through use of Dolby Surround Sound. For the best effect, use a stereo monitor and turn up the sound—it pays to listen for clues. When you step inside the buildings, you'll be able to tell where the dinosaurs are by paying attention to which direction the sounds are coming from.

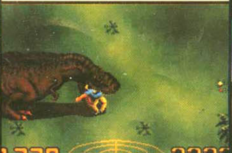
Dolby and the DD are trademarks of Dolby Laboratories Licensing Corporation



When you pass through the gates of this big biotech experiment, you step back in time to primeval world ruled by bloodthirsty beasts.



The dinosaurs rule, both inside the buildings and out. When you're inside, the perspective changes from overhead to first person.



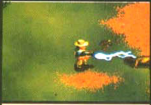
WELCOME TO JURASSIC PARK

Dr. Grant has gone to Isla Nublar to observe real dinosaurs amid their natural habitat, but the unnatural methods used to create the experiment are about to fail. When a computer malfunction deactivates the park's security systems, the dinosaurs take control—and the people become prey.

PACK SOME PROTECTION

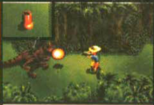
With the electric barriers and motion sensors down, the park becomes the dinosaurs' playground. They have retained their killer instincts, so you should arm yourself well before attempting to explore.

CATTLE PROD



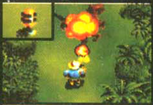
You begin armed with only the Cattle Prod, which shoots a stunning bolt of electricity.

SHOTGUN



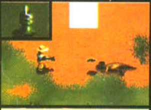
The Shotgun is one of the first weapons you'll find. It fires a single shot.

ROCKET LAUNCHER



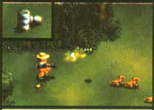
The Rocket Launcher Packs a powerful punch. Keep a supply of Rockets on hand.

TRANQUILIZER GUN



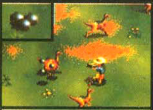
Use the Tranquilizer to stun approaching enemies. They're effective with even the T-Rex.

GAS GRENADE



When fired, the Gas Grenades spread quickly into enemy-stunning clouds of sleep gas.

BOLA



Bolas can wrap themselves around a group of dinos, then explode to destroy them.

OBJECTIVES

ACTIVATE SENSORS

Before they were deactivated when the computer went down, the Motion Sensors detected the dinosaurs' movements. You must power-up the computer to make them—and your short-range sensor—work.

CLOSE THE CENTER

Raptors are running loose and wreaking havoc in the Visitors' Center. Gain access to the sensitive areas of the building to find out where they're getting in and how to stop them.

FOIL THE ESCAPE

Raptors are more clever than their tiny brains should permit. They're trying to escape to the mainland by taking over the supply ship. Don't let that happen—the results would be deadly.

DESTROY NESTS

Unbeknownst to the scientists, Raptors are building hidden underground nests. If allowed to reproduce, they will spread quickly. Use the Nerve Gas Bomb to destroy the secret nests.

CALL HOME

After getting the computer on line and controlling the spread of the Raptors, you must call for help. Find the communications center and use the radio to send an S.O.S. to the mainland.

CATCH A FLIGHT

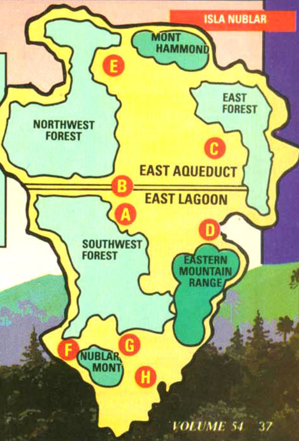
The mainland responds to your call for help by sending a helicopter to rescue you. All you have to do is get to the Helipad to catch the flight—a task easier said than done.

ISLAND MAP

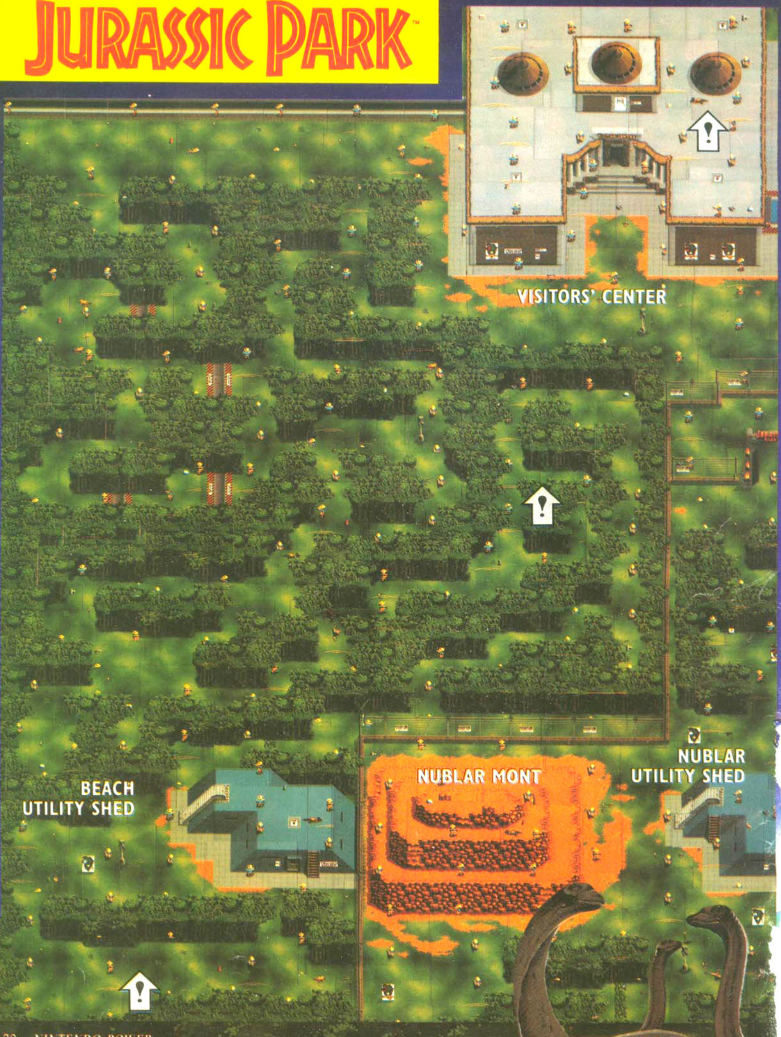
Jurassic Park is divided into two sections, one on the north end of the island, the other on the south. In this review we'll map out the south end and the buildings there, where the adventure begins.

A	**PARK GATES** Main Visitors' Entrance
B	**VISITORS' CENTER** Guest Facilities and Control Room
C	**RAPTOR PEN**
D	**SUPPLY PORT—EAST**
E	**NORTH UTILITY SHED**
F	**BEACH UTILITY SHED**
G	**NUBLAR UTILITY SHED**
H	**HELIPAD**

The southern part of Isla Nublar is mapped completely on the following pages.

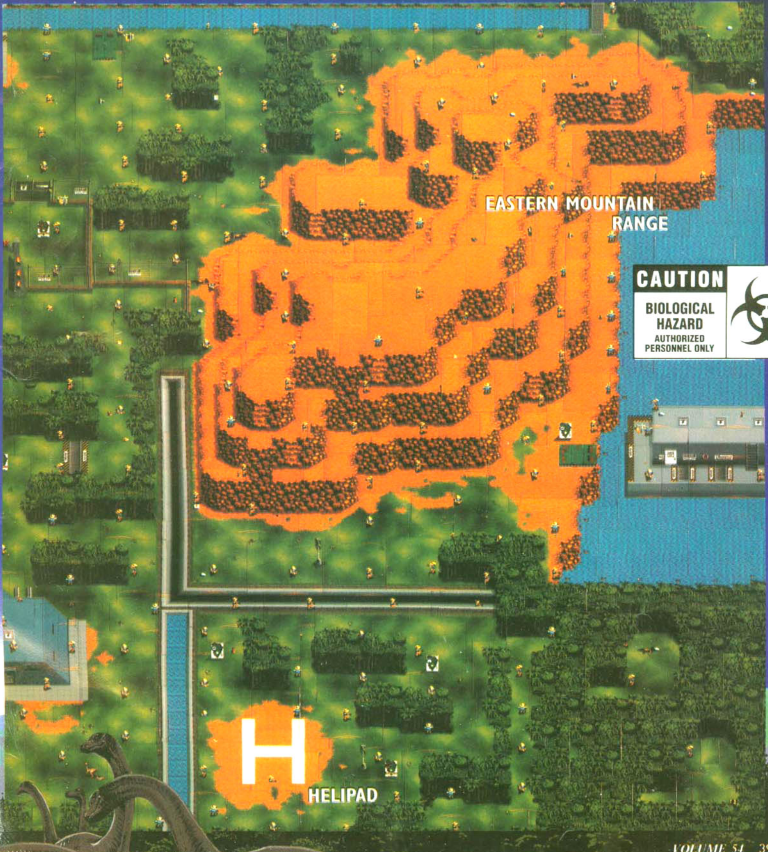


JURASSIC PARK™


VISITORS' CENTER
BEACH UTILITY SHED
NUBLAR MONT
NUBLAR UTILITY SHED

THE PARK GROUNDS

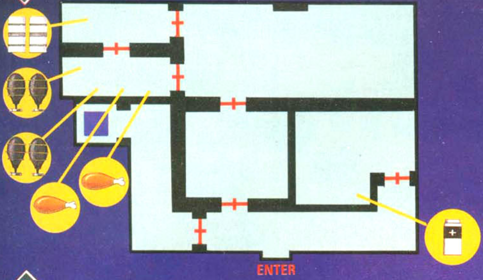
It's a jungle out there. Quite literally. The dense trees form a maze that is confusing enough on its own, but it's also packed with dinosaurs that are running loose, looking for some free lunch. Collect their eggs and search for Access Cards. You must have particular cards to enter doors in top secret areas, so start a collection of them. Avoid the High Voltage fences and touch the Motion Sensors to get a quick tip. If you take the dreaded dino dive, you will restart at the last Motion Sensor you touched.


EASTERN MOUNTAIN RANGE
CAUTION
BIOLOGICAL HAZARD
AUTHORIZED PERSONNEL ONLY
HELIPAD

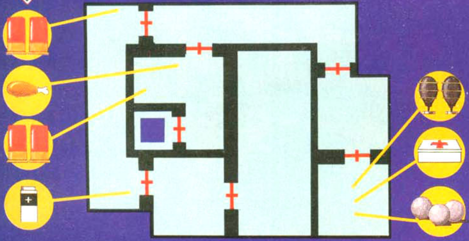
NUBLAR UTILITY

From the main gate, head south to find the Nublar Utility Shed. Your goal here is to turn the generator on. When power is restored, your personal short-range motion sensor will work. It detects movement near you, so you can tell when dinosaurs are approaching. It also lets you turn the computer on to activate the main motion sensors that keep track of the dinosaurs.

FIRST FLOOR

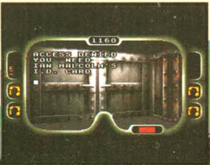


SECOND FLOOR



ACCESS DENIED

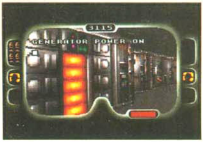
You won't be able to completely search buildings the first time you enter them. You'll need ID Cards to open many of the doors.



ACCESS DENIED
YOU NEED
IAN MALCOLM'S
I.D. CARD

ACTIVATE THE GENERATOR

Locate the Generator and go through the three doors shown to reach it. Enter the room it's in with weapons ablaze to catch the Spitters off guard.



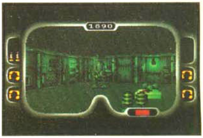
GENERATOR POWER ON

Walk up to the Generator until it lights up. The lights indicate that it is on.

BATTERIES REQUIRED

The lights are out in some of the rooms you'll enter. You have some night vision goggles, but they won't work without Batteries. Keep a supply on hand.

Pick up all of the Batteries you come across and keep a supply of them handy.

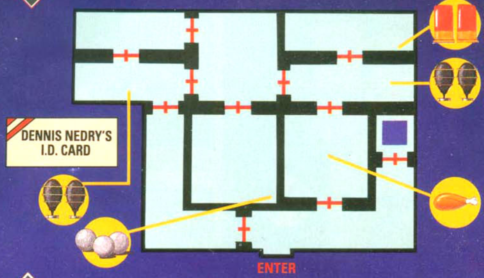


With the night vision goggles working, you'll see the whole picture instead of darkness.

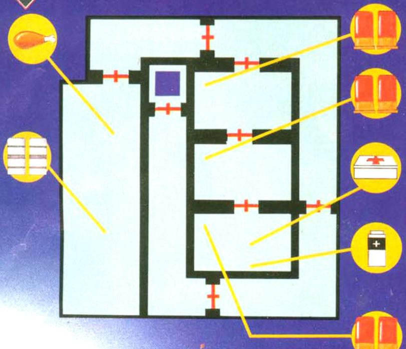
BEACH UTILITY SHED

Turning on the main computer in the Visitors' Center is vital to the success of your quest. When you first try to access it, you'll probably be denied. You need to find Dennis Nedry's ID Card, which is in the Beach Utility Shed, to gain access. It's west of the Nublar Utility Shed, on the other side of Nublar Mont. Enter through the south door and search for the ID Card.

FIRST FLOOR

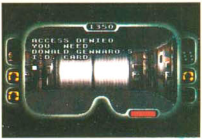


SECOND FLOOR



ID REQUIRED

To enter the Basement, you must have Donald Gennaro's ID, which is on the second floor of the Nublar Utility Shed. To get it, you'll need Ian Malcom's ID.



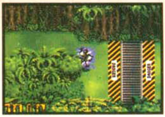
1350

ACCESS DENIED
YOU NEED
DONALD GENNARO'S
I.D. CARD

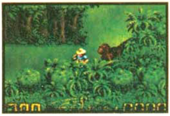
You won't be able to enter the Second Floor until you have Donald Gennaro's ID Card.

TOUGH TRAILS

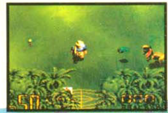
Exploring the park is dangerous duty, but you must search it thoroughly to find the cards and items that you'll need later. The Dinosaurs lie in wait.



When you see yellow and black Danger signs, take them seriously. You can jump over electrical fields such as this one.



Raptors hide in the trees. When they come out to attack, fire immediately. You're no match in hand-to-claw combat.



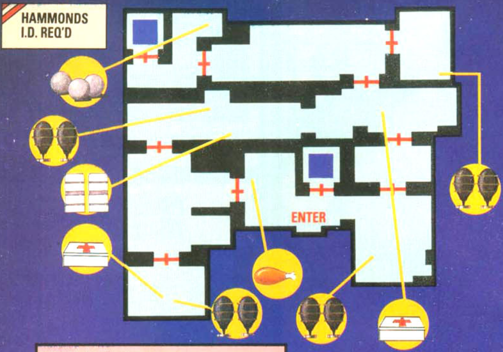
Spitters temporarily blind you with their saliva. They move quickly and like to attack from different angles.

THE VISITORS' CENTER

DILOPHOSAURUS

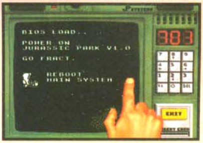
The Visitors' Center is a multi-level maze. It was built to be a strong, safe refuge, but obviously the planners didn't count on a dinosaur invasion. Raptors are running rampant in here, and you have to find out how they're getting in—and then you have to stop them. You'll find a good supply of Missile Launchers, and the main computer is here, too.

FIRST FLOOR

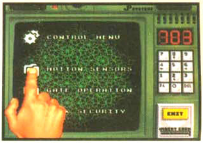

HAMMONDS I.D. REQ'D
ENTER

BOOT THE COMPUTER

You weren't able to reboot the system from the computer in the Beach Utility Shed, so try the main one. When the system's back up, the sensors will work.


BIOS LOAD..
POWER ON
JURASSIC PARK V1.0
GO FRACT.
REBOOT
MAIN SYSTEM
383
ENTER

With the power on, the computer in the Visitors' Center lets you reboot the main system.


CONTROL MENU
MOTION SENSORS
GATE OPERATION
SECURITY
383
ENTER

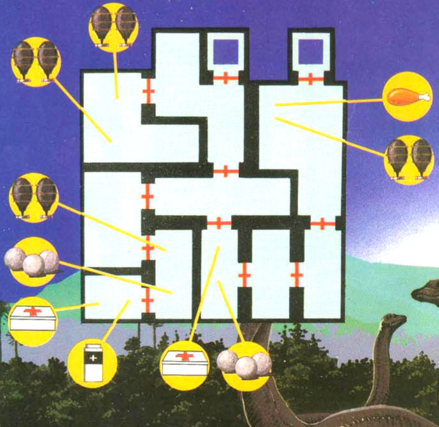
Access the Control Menu and activate the Motion Sensors that detect dinosaurs.

RAPID RAPTORS

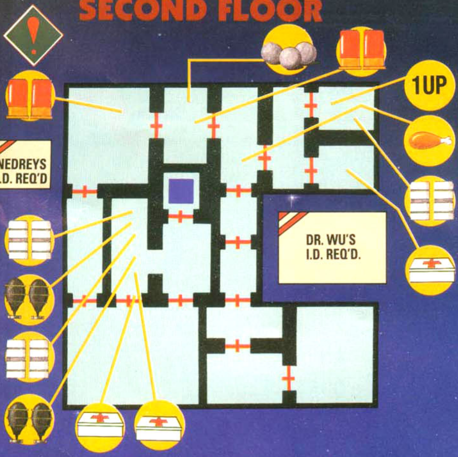
Raptors are fast and fierce. They won't attack until you get close to them, though, so try to shoot them from a safe distance, when you first see them.

The Raptors hone in on movement. Shoot them from a distance, before they can attack you.

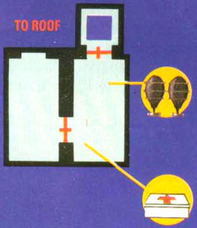
BASEMENT



SECOND FLOOR

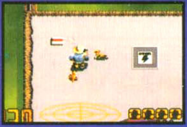


THIRD FLOOR

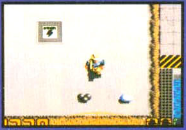


THE ROOF

You'll have to climb to the rooftops to find Hammond's ID Card. The Roof is also teeming with dinosaurs, and you have to watch out for High Voltage wires, as well.



Watch out for Compies as you search for the ID. They're small but persistent.



Stay clear of the High Voltage station as you search for eggs and weapons.

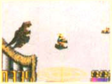
CAUTION
KEEP WINDOWS UP!

HOT SPOTS

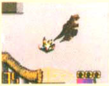
These dangerous spots are indicated on the map, pages 38-39, by exclamation marks. You'll definitely want to watch your step in these areas.

RAPTORS

Raptors are cunning as well as fast and fierce. There's no place to hide on the Visitors' Center Roof, so attack as soon as you see them.



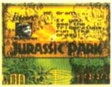
Spin and fire as soon as Raptors show up. They're very quick.



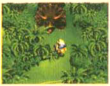
If you don't react quickly, you'll get the Raptor steamroller.

TRICERATOPS

You can't defeat the Triceratops, so don't even try. Follow young Tim Murphy's advice. Run like crazy and try to find a place to hide.



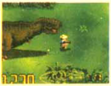
Tim knows a thing or two about T-tops. His advice: Run like crazy.



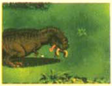
The huge beasts are built for pain, and they charge when startled.

TYRANNOSAURUS

Probably the most famous dino of all, the T-Rex has massive man-munching jaws. Stay along the tree line in the area indicated on the map.



Stay away from these blood-thirsty predators by following the trees.



We TOLD you to stay next to the trees! You're just no match for T-Rex.

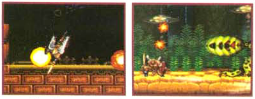
ActRaiser 2™

A MORE MASTERFUL MASTER

Shortly after the Super NES was released, Enix introduced ActRaiser. It was a game that involved elements of both adventure and simulation. ActRaiser 2 has the same quality of graphics and sound, but improves on the play control of its predecessor. The simulation element found in ActRaiser has been axed in favor of a more straightforward adventure approach in ActRaiser 2. Another improvement is the Master's ability to use more forms of magic.

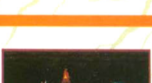
TANZRA'S REVENGE!

Thirteen of Tanzra's most evil doers of doom have banded together in an effort to take over the world. Their combined power was enough to resurrect Tanzra after his demise at the hands of the Master. Tanzra has dispatched his champions to do battle with the Master. However, the Master has a few new tricks! A fantastic double-jump move will help him to evade with better agility and attack with greater force.

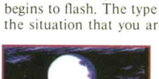


The Master can attack with tremendous force when a double-jump is used, especially downward. The sword will strike fear! His trusty shield will also be of great help when battling the most heinous opponents.

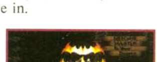
The Master has use of several magic spells. You can cause these spells to become Powered-Up by pressing and holding the X or Y Button. You'll know that a spell is activating because the Master starts to turn red. A spell can be used after the Master begins to flash. The type of spell used depends on the situation that you are in.



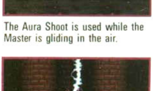
The Aura Shoot is used while the Master is gliding in the air.



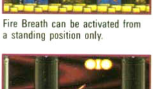
Fire Breath can be activated from a standing position only.



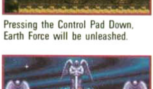
Pressing the Control Pad Down, Earth Force will be unleashed.



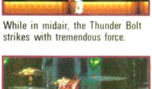
While in midair, the Thunder Bolt strikes with tremendous force.



Raging Bomb rages on any enemy if the Control Pad is pressed Up.



While jumping, the Spark Element can be used by the Master.



When making a quick landing, Phoenix provides the firepower.

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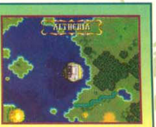
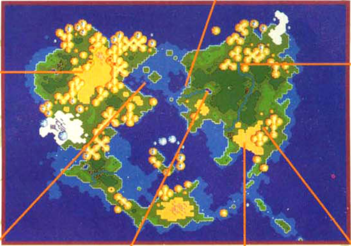
WORLD IN PERIL

The 13 demons that have banded together are dominating major areas of the world. When you fly over an area in your "ship," the name of the area will appear at the top of the screen. To descend to an area or to get more information about it, press the B Button. Don't be fooled by the map. It may look like there are role-playing elements involved, but there aren't. ActRaiser 2 is a pure action/adventure game. You'll be prompted to follow the stages in the order that we have outlined in this review.

ALTHERIA (DEVOTE)

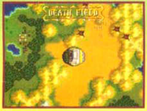
Altheria, to the west of Industen, was once ruled by a jealous queen. She thought the land was too small. She ended up losing it all.





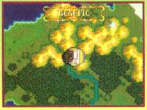
DEATH FIELD

Favorian to the west and Justania to the northeast are at war. The Master must go into Death Field to put a stop to the nonsense.



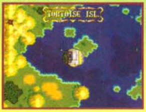
BENEFIC

Up the river to the north of Diligence, Benefic provides the perfect setting for the Master's second challenge. Cleanse the water!



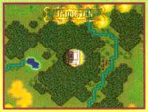
TORTOISE ISLAND

There appears to be a town riding on the back of an immense sea tortoise, but it is underwater. Raise the town, Master!



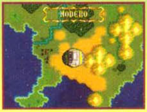
INDUSTEN

Industen, west of Diligence, is where the action all begins. A strange cloud formation here is causing problems for Diligence.



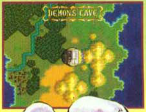
MODERO

This place in the southeastern desert has become a place of desolation. The Master must travel here to set things straight.



DEMON'S CAVE

Just to the northeast of Modero, Demon's Cave beckons to the Master to enter. Many challenges await him in the depths below.



ITEM ROUNDUP

By defeating enemies and destroying statues, the Master will often run across helpful Items. These Items allow him to remain healthy, to use magic powers, and to amass points and extra lives. Since the best ending to the game can only be had by playing on the Hard difficulty level, these Items become extremely important for potential Tanzra-trashing heroes. Don't ever pass up the opportunity to collect on what a statue has to offer.

The Master will recover or gain 2 precious Hit Points by picking up this healthy Item.

A larger dose of Hit Points, five to be exact, awaits the Master if he picks this Item up.

The largest ration of Hit Points will be doled out by collecting this 10-point ration.

Magic Points, while helpful, aren't recovered in as big of rations as Hit Points are.

The Master will happily accept the three Magic Points that are awarded from this Item.

By defeating enemies and collecting these, a random number of points will be awarded.

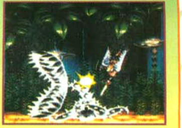
The 1-Up. It's quite obvious, but we'll say it anyway: collect as many of these as you can!

STAGE 1: INDUSTEN

After gathering information above Diligence about Tanzra's return to the world, the Master proceeds in the sky palace over to Industen to set about ousting Tanzra and his band of venomous demons. A strange cloud formation appears from time to time above Industen and attacks the water supply. The water must be cleansed and the corruption of Diligence must be justified! The Master is Industen's only hope for survival!

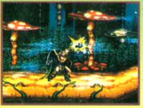
VENUS FLY TRAP

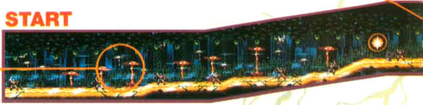
This mini-boss is hungry and the Master looks like its next course. Don't let it happen! Move in fairly close to the green menace and swing away with the sword or use magic. Block the blasts that spew from the mouth with your trusty shield. Double-jump attacks work, too!



ATTACK FROM BELOW

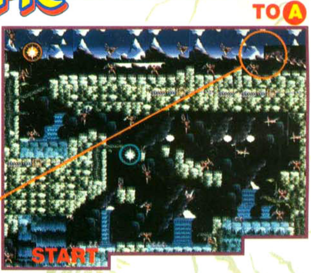
The little gray beasties that the Master encounters in the first section of Industen can be quite bothersome. Start swinging the sword if they are on a ledge above you because they always jump down.





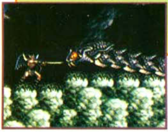
STAGE 2: BENEFIC

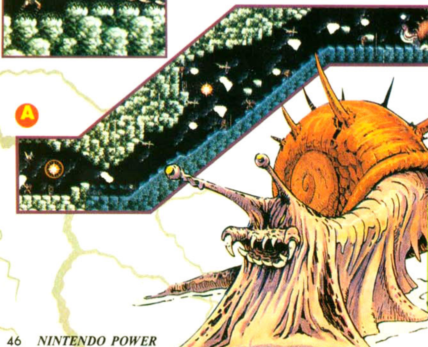
Benefic, at the north end of the Benefic River, is infested with demons. The whole river is contaminated by the presence of the demons. Who knows what they do in the water! Anyway, harsh currents, spikes, waterfalls and slippery ledges dominate to landscape of Benefic. There must be some kind of evil being at the source of the problem and the Master is willing to bet that it will be found at the source of the water!



DON'T BE SNAKE-BITTEN

To defeat the giant snake at the end of the first Benefic section, just back away from it and block its shots with your shield and then hit it with the sword or magic when its head drops down to ground level.



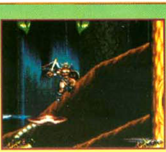


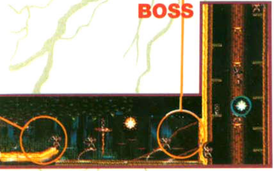
A GIANT SNAIL!

First, dodge and block the rocks that fall from above. Second, avoid the spikes that flow out from the giant snail and third, avoid the laser that shoots from the snail's antenna. You probably don't have any salt, so use Fire Breath magic to defeat it.

A TRICKY JUMP

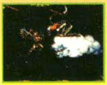
Controlling the Master's double-jumps isn't easy, unless you know one thing. To make him float down slowly, press Up on the Control Pad. To make it from the leaf to the knot-hole in the tree, do a double-jump and then press Up and Right to make the Master float over to the tree.

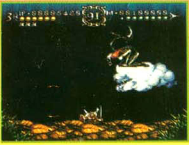




THE DEMON FATIGUS

To defeat Fatigus, stay just to the left of him, jump up and swat him with your sword. When the wind blows from left to right, press Left and double-jump to avoid getting swept into the spikes on the right side.



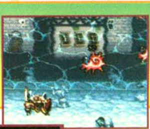


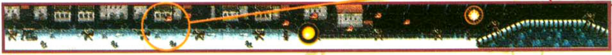
STAGE 3: TORTOISE ISLAND

A whole town rides on the back of a giant tortoise, but it is underwater now. The Master is receiving a signal that tells him there are people in need at the bottom of the ocean. The town on the tortoise must be the location of the distress. It seems that a crustacean of immense proportions has laid claim to the town. The tortoise, unable to move, now rests on the bottom of the ocean.

EXPLOSIVE!

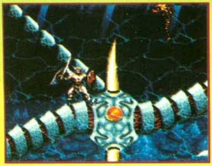
These crustaceans are like time bombs after you defeat them. Block the explosion with your shield.

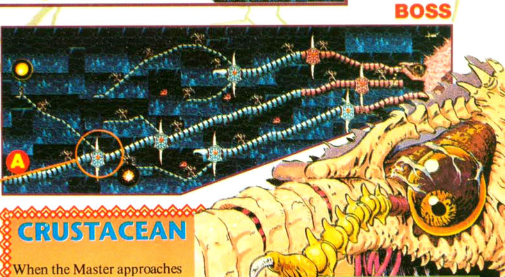




MEGA SPIKES

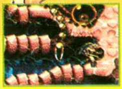
The huge spikes that protrude from the "joints" of the humongous crustacean have very sharp ends. The Master, using his sword, should crouch down and swing away at the circular orange area on the outside of the joint. With several blows, the spikes will be "deactivated" and will no longer extend. The master can proceed without the threat of being impaled. That would hurt!

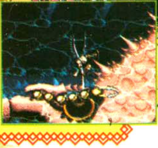




CRUSTACEAN

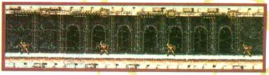
When the Master approaches the main part of the crustacean, it will turn pink. Avoid the claw that protects the eye. Move below the eye to make the claw follow you, then jump up and attack the eye from above with downward sword blows.





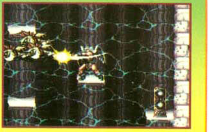
STAGE 4: ALTHERIA

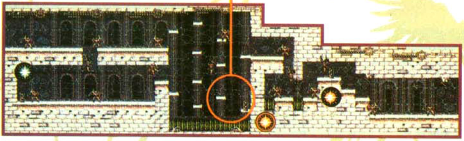
Immediately after defeating the crustacean at the bottom of the ocean, another distress call comes in from the east. It is a solitary voice. A queen once lived in a castle in the town of Devote. Altheria is thought to be what remains of Devote. It seems the queen was conquered by the demon Jealousy as a result of her own suspicions and jealousy. She is now held captive by the demon's flame. The flame must be extinguished for the queen to be freed. The Master will help.



HERE FISHY, FISHY

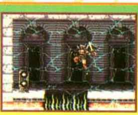
The fish that swim in this area are very wary of the Master and will quickly swim away if the Master attacks too soon. Wait until a fish is almost upon you before swinging the mighty sword. Two hits should be enough to do them in.





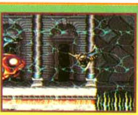
DOUBLE-JUMPER

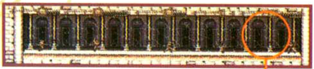
The Master probably won't be able to clear the spiked pits without executing a double-jump. He just doesn't have enough range with a single-jump. Spikes spell out instant doom for him.



LONG JUMP

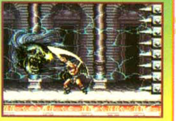
Leaping from the edge of the last upper ledge to the safety of the floor below requires the Master to clear a wide spiked pit. Execute a double-jump so he spreads his wings to fly.





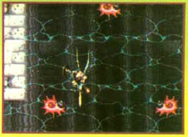
SPIKED WALL

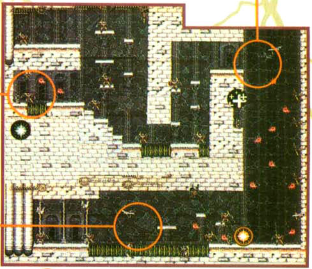
When you enter this corridor, a spiked wall will close in after you. You'll have to back up the wretched face that blocks your path by hitting it with your sword. Keep progressing to the left!



THE LONG FALL

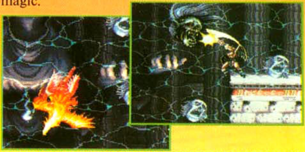
When falling down this long, vertical shaft, press Down on the Control Pad. The Master will wield his sword in a downward manner. This prepares him to attack anything that comes up.





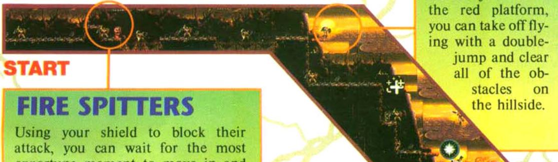
THE FLAME OF JEALOUSY

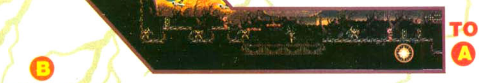
Jealousy's flame burns bright. To defeat her, you must put out the flame. That's your main goal. However, with the wretched face flying around, it's not an easy task to accomplish. Try using Phoenix magic.



STAGE 5: MODERO

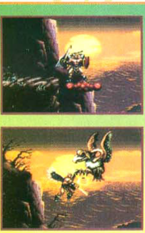
Temponia used to be known for its food. Now, the demon Gluttony has entered the city and is devouring everything. Modero, a close desert location is being attacked by those who have starved to death in Modero. Upon arriving at Modero, the Master is greeted by many skeletons.





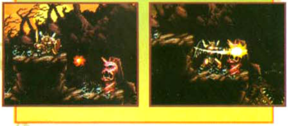
TO FLY

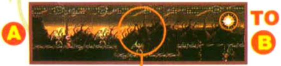
If you can defeat the large bird that hovers just above the red platform, you can take off flying with a double-jump and clear all of the obstacles on the hillside.



FIRE SPITTERS

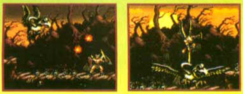
Using your shield to block their attack, you can wait for the most opportune moment to move in and attack the pinkish creatures. Their eyes flash just before they shoot.





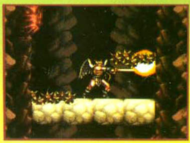
BUZZARD BREAKIN'

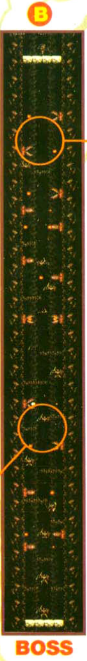
Move from one ledge to the other using double-jump attacks to defeat this bad buzzard. Use your shield to block the fireballs that it shoots, too.



DEADLY SPIKES

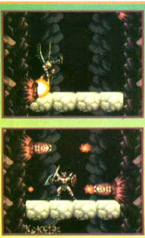
You can't defeat the outgrowths of spike that stick out from the shaft walls. You'll just have to avoid them.





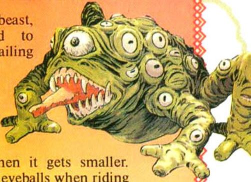
SHAFT SPITTERS

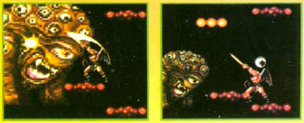
The carnivorous plants that line the walls of the vertical shaft will spit poisonous burrs at you. Use your shield to block their attack and then pound them with your sword. Better yet, use a downward jumping attack to nail them early.



SHRINK THE BEAST

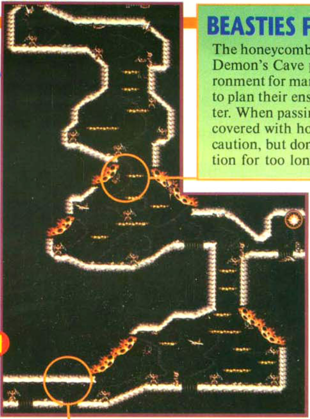
A huge frog-like beast, can be reduced to nothingness by nailing it with your sword or using magic on it. Use your sword when it's large and then use Raging Bomb when it gets smaller. Watch out for the eyeballs when riding the lifts.





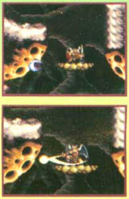
STAGE 6: DEMON'S CAVE

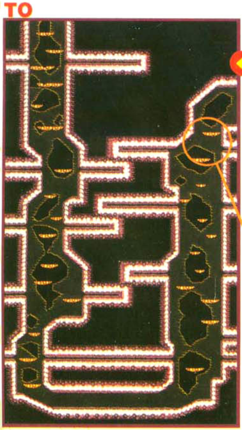
After correcting the situation in Modero and Temponia, the Master goes to Demon's Cave. Gluttony, first heard of in Temponia, seems to be in Demons' Cave. The Master's jumping abilities are sure to be tested in the claustrophobic confines of Demon's Cave. Thrash Gluttony!

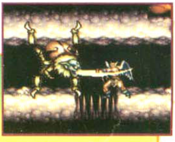


BEASTIES FROM NOWHERE

The honeycomb-like surroundings of the Demon's Cave provide the perfect environment for many enemies to hide in and to plan their ensuing attacks on the Master. When passing through areas that are covered with honeycombs, proceed with caution, but don't linger in any one position for too long.





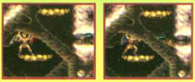


"STEP INTO MY LAIR"

The spiders that call the shafts of Demon's Cave home move back and forth. Don't jump the spikes, just wait for them to come close.

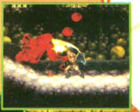
FROM THE CRACKS

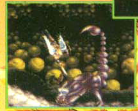
Many eager enemies will appear from the thin horizontal openings in Demon's Cave.

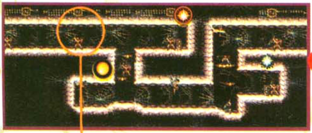


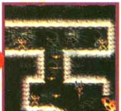
GLUTTONY

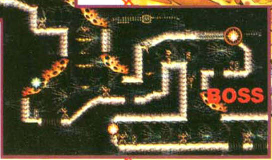
Use overhead or jumping attacks when the reptile boss is connected to the ceiling. Move from side to side while using double-jump attacks to nail it when it separates from its cocoon.





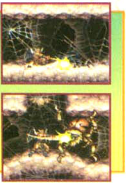






VARY YOUR ATTACK

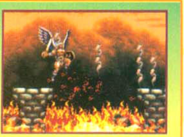
Certain enemies can't be attacked from a standing position. The Master will have to crouch down before swinging his sword in order to hit them. However, larger enemies like the spiders can be hit from any position.



STAGE 7: DEATH FIELD

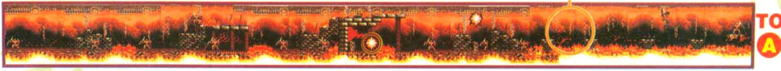
Death Field, centrally located between the warring cities of Justania and Favorian, serves as the battleground for their feud. Justania's king built a fortress on Death Field in an effort to gain the upper hand. A demon is to blame for the ensuing war. This same demon controls the king of Justania. It is decided that the Master should go to Death Field and try to put a stop to the war by stopping the king of Justania. That won't be an easy task. Fire surrounds almost everything!

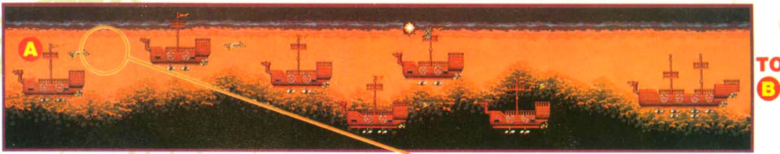
JUMP QUICK



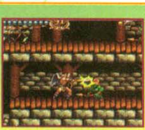
The platforms rising from the fiery flames below aren't stable and will fall if you stand on them for too long. Double jump to reach the next one.

START



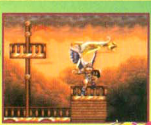


FORTRESS ENEMIES

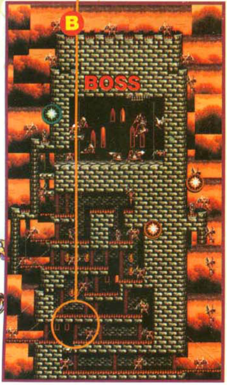


The fortress at the end of Death Field houses many enemies. Proceed with caution as you make you way up through the various floors. Protect yourself with your shield!

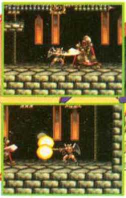
GOLD WINGS



Jumping on the gold-winged platforms, the Master will take a free ride to the next floating ship. If a platform begins to fall, jump off quickly.



DEMON KNIGHT



It would appear that the Master wouldn't stand a chance against this huge knight who carries an even bigger sword! Not true, he does stand a chance, but only if he fights smart. Swat the lightning blasts when they approach.

BATTLE TO TANZRA!

There are many more stages for the master to battle through in order to reach Tanzra, including a huge volcano in Stage 8. They just keep getting more and more difficult. In the final stage, the Master will find himself running into each of the bosses that he previously defeated. ActRaiser 2 should provide almost all action/adventure game fans a fun and challenging crusade for world peace.

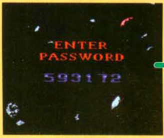
CLASSIFIED INFORMATION

B.O.B.

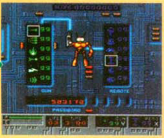
FROM AGENT #002

Powered Up Start

Agent #002 has found a great password that will give a player better odds against the later levels. When you continue a game, enter the password 5 9 3 1 7 2. You will start the game at the beginning of Level 3, with 99 of each weapon, and nine of each remote. With this kind of help, most players should be able to blaze through the rest of the game, without having to collect more weapons.


ENTER PASSWORD
593172

To get an extra head start, enter the password above when you continue the game.



You will begin the game at the start of Level 3, with 99 of each weapon.

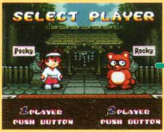
Pocky & Rocky

FROM AGENT #290

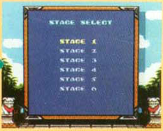
Stage Select Code

If you use up all of your Continues when you are playing Pocky & Rocky, you will normally need to start again from the beginning of the game. With this code, you can avoid all the frustration, and begin the game on any stage you wish. When you are on the Character Select Screen, hold the X and Y Buttons, then press the A Button four times, B Button four times, A and B Buttons four times, then Start. Choose any stage on the Stage Select Screen, then press Start to begin playing.

Hold X & Y, then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B, and Start



Enter the code while you are on the Player Select Screen.


STAGE SELECT
STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
STAGE 6

Choose any stage and press the Start Button to begin playing.

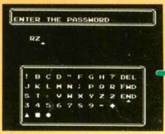
Super Ninja Boy

FROM AGENT #629

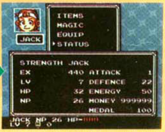
Bonus Password

Entering this simple password will start your player off with extra power and money. When you begin the game, select the Continue Option to go to the Password Screen. Enter RZ as your password, then select END. When you begin playing, your player will be at Level 7, with $999,999, 100 medals, and the yellow aura. You will have enough money to buy any weapons that you need!

PASSWORD: RZ


ENTER THE PASSWORD
RZ

When you start a new game, go to the Password Screen and enter RZ as your password.



STRENGTH JACK
EX 440 ATTACK 1
LV 7 DEFENCE 22
HP 32 ENERGY 50
NP 26 MONEY 999999
MEDAL 100
JACK NP 26 HP-
LV 7

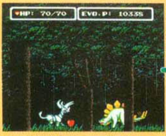
You will begin the game powered-up to Level 7, with lots of extra cash.

E.V.O. Search for Eden

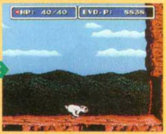
From Agent #333

Human Body

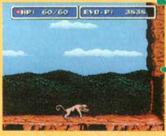
With some tricky evolution, a player can become a human being for the last chapters of the game. When you are a mammal, evolve to the Cat Jaws and the Rabbit Body. This will allow you to choose Ramothecus Body. If you further evolve this body two more times, you will become a human. Once you make the change to human, you won't be able to change into any other creature for the rest of the game.


HP: 70/70
EVO.P: 1033S

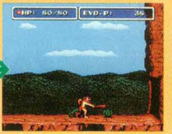
The hidden Stegosaurus will give you a clue about becoming human.


HP: 40/40
EVO.P: 883S

You must have Cat Jaws and the Rabbit Body before you can evolve.


HP: 60/60
EVO.P: 383S

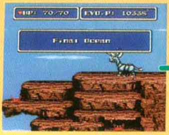
The Ramothecus Body looks like an early human ancestor.


HP: 80/80
EVO.P: 3S

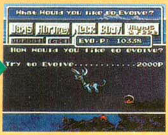
Continue to evolve your body to become a human being!

Mermaid Body

If you have 10,000 evo-points when you enter the Final Ocean Stage of Chapter 5, try this trick to make the game easier. Select the Hand & Feet category when you evolve your character, and choose the Try to Evolve option. If you continue to evolve your new form three more times, you will become a Mermaid. You can use this powerful new body throughout the entire stage, but you will change back after you defeat King Rogon.


HP: 70/70
EVO.P: 1033S
Final Ocean

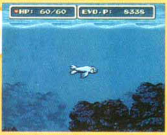
You need 10,000 evo-points before you enter the Last Ocean Stage.


What Would you like to Evolve?
EVO.P: 1033S

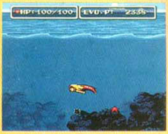
How would you like to evolve?

Try to Evolve............2000P

Go to the Hand & Feet category and choose Try to Evolve.


HP: 60/60
EVO.P: 833S

The Sea Lion is a powerful creature, but continue evolving to become a Mermaid.


HP: 100/100
EVO.P: 233S

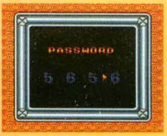
You will remain a Mermaid until you defeat King Rogon.

Super Bomberman

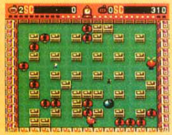
From Agent #868

Micro Bomberman

Agent #868 has discovered an unusual password for Super Bomberman that will allow you to play the game with special mini-Bombermen. The smaller characters have all the same abilities as their larger counterparts, but are harder to see. Enter 5656 as your password at the beginning of the game to play this special version of the game.


PASSWORD
5 6 5 6

Go to the Password Screen and enter the password above.

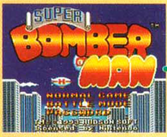

2SC
0
0SC
310

The game will be normal, except that all the Bombermen will be tiny!

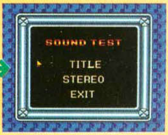
Sound Test

In order to access the Sound Test, you must first plug the Multitap accessory into your Super NES. Insert a Controller into the fifth slot of the Multitap and turn on the Game Pak. On Controller V, hold down the R Button to make the Sound Test appear.

Hold the R Button on Controller V.


SUPER BOMBERMAN
NORMAL GAME
BATTLE MODE
PASSWORD

When the Title Screen appears, hold the R Button on Controller V.


SOUND TEST
TITLE
STEREO
EXIT

Select different sound by pressing Left or Right on Controller I, then press A to hear them.

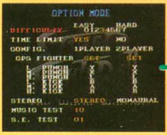
CLASSIFIED INFORMATION

STREET FIGHTER II
The World Warrior

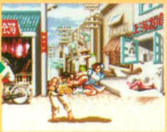
FROM AGENT #102

Nothing Code

Try this unusual code to take the Information Bars off the top of the Playing Screen. When you first turn on the Game Pak, enter and immediately exit the Option Screen. Continue to do this 27 times, then begin a match. During the match, all of the information will be missing from the top of the screen, but the characters will be able to fight as normal. When the match is over, you will need to reset the game before you can continue playing.


OPTION MODE
DIFFICULTY EASY 01234567 HARD
TIME LIMIT YES NO
CONFIG. 1PLAYER 2PLAYER
CPS FIGHTER SET SET
L. PUNCH
M. PUNCH
H. PUNCH
L. KICK
M. KICK
H. KICK
STEREO STEREO MONAURAL
MUSIC TEST 10
S.E. TEST 01

Enter and exit the Option Screen a total of 27 times, then start a match.



All of the information will be missing from the top of the screen!

The Duel
TEST DRIVE II

FROM AGENT #965

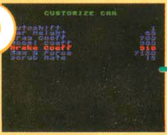
Customized Cars

Use this code to customize a car to your liking. Start a new game, choose your car, and begin a race. Before the cars start moving, hold the L and R Buttons on Controller II to make the Customize Car Screen appear. Use Controller II to change any of the options including: Autoshift, Car Height, Drag Coefficient, Acceleration Coefficient, Max. G-Force, or the Scrub Rate of your car. You can also use the A Button on Controller II to jump over any traffic, but only if you have built up enough speed.

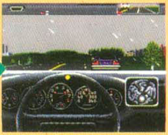
Porsche 959
Press "down" for more info
Approximate Price: $230,000
Layout: rear engine, 4 wheel drive
Engine Type: DOHC 24 valve, twin turbo flat 6
Displacement: 2849 cc

Start a new game, select your cars, and begin racing any of the tracks.

Before the car starts moving, hold the L & R Buttons on Controller II.


CUSTOMIZE CAR
Brake Coeff

Adjust any of the options on your car by using Controller II.



Press the A Button on Controller II to jump over the oncoming traffic.

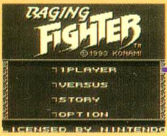
RAGING FIGHTER

FROM AGENT #551

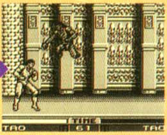
Player vs. Player

Like all great fighting games, Raging Fighter has a special Player vs. Player code that allows you to use the same character against an identical opponent. On the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, and B. Before the screen changes, press the A or B Button to alter the color of your opponent's player. Pressing the A Button makes one character darker then the other, while pressing the B Button keeps the colors the same. The Player vs. Player Mode will continue working until you turn off the Game Boy.

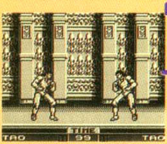
Up, Up, Down, Down, Left, Right, Left, Right, B, then A or B.


RAGING FIGHTER
TM
©1993 KONAMI
1PLAYER
VERSUS
STORY
OPTION
LICENSED BY NINTENDO

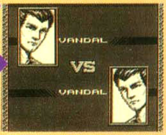
Enter the Code while you are on the Game Select Screen.


TAO
TIME
61
TAO

Press the A Button to change the color of your opponent.


TAO
TIME
99
TAO

Press the B Button to keep the colors of both characters the same.


VANDAL
VS
VANDAL

The Player vs. Player Mode will continue until you shut off the power.

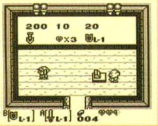
CLASSIFIED INFORMATION

THE LEGEND OF ZELDA LINK'S AWAKENING

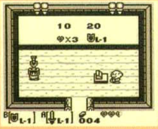
FROM AGENT #841

Grabbing Goods

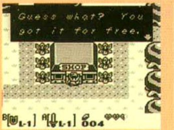
If you find you are short of Rupies, it is possible to grab the goods in the store without paying for them. Pick up the Item that you want and carry it behind the Shopkeeper. Wait until he looks away from the door and quickly run out of the store. If you escape without being seen, you will get to keep the Item you took. Warning! The people of Koholint frown on stealing, so for the rest of the game everyone will call you a thief. If you walk back into the store, the Shopkeeper is going to make you pay the ultimate price!



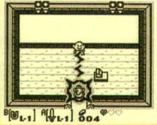
Normally, the goods in this store are going to cost you lots of Rupies.



Walk up and grab an Item, then quickly walk behind the owner.

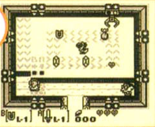

Guess what? You got it for free.

If you run to the door quick enough, you can keep whatever you grabbed.

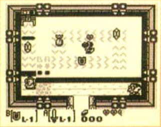


Watch out! Walk back inside and you'll have to pay the hard way!

Timing is the key to winning the Trendy Game every time. After paying ten Rupies to play the game, press the B Button until the hook is positioned over the top right corner of the conveyor belt. When the Item you want is in the bottom left corner, tap the A Button once to drop the hook. Collect your Rupies and play again!



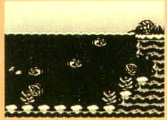
Use the B Button to move the hook to the top right corner of the conveyor belt.

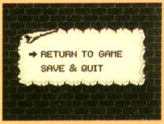


Press the A Button once when the Item you want is in the bottom left corner.

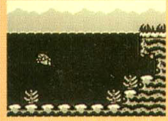
Weird Warp

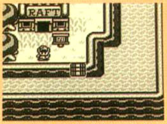
Agent # 841 has found a weird warp that will quickly send you to the top left corner of the land of Koholint. At the top of the town, you will find a fisherman that will let you fish for 10 Rupies. After you cast out your line and reel in one of the fish, the fisherman asks if you want to fish again. Select NO, then press A, B, Select and Start at the same time. If you have the Flippers, return to the game and jump into the water. Swim off of the screen to the left and you will enter a scrambled screen. When you walk towards the center of the room, you will warp to the Raft Shop in the top right corner area of Koholint.


Get rid of all the fish in the Fishing Game then start to leave the screen.



When you are asked if you want to Continue, press A, B, Select and Start.


Return to the game and jump into the water. Exit off the left side of the screen.

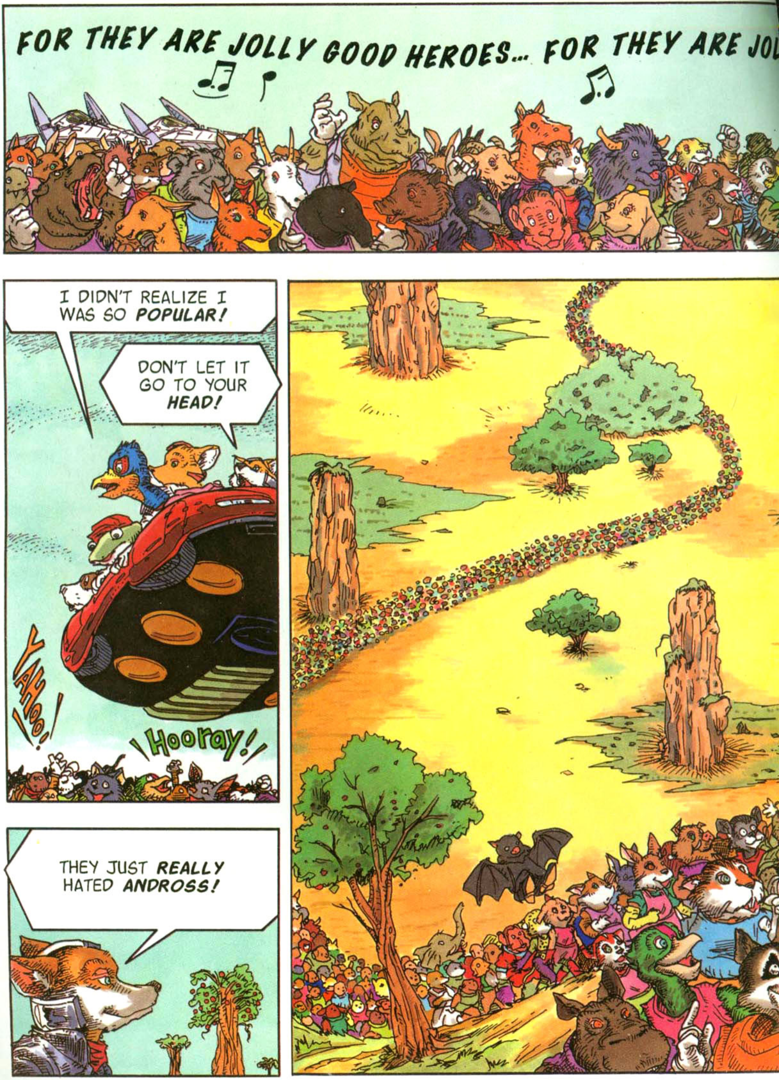


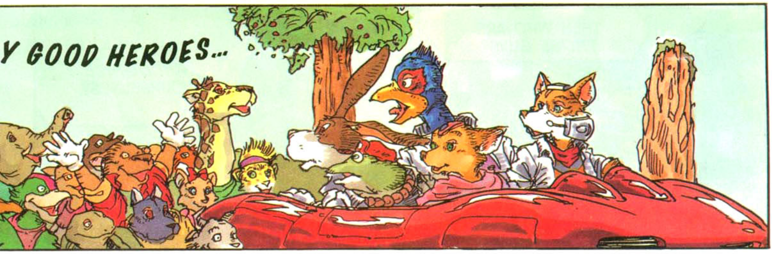
You will warp to the Raft Shop in the top right corner of Koholint.

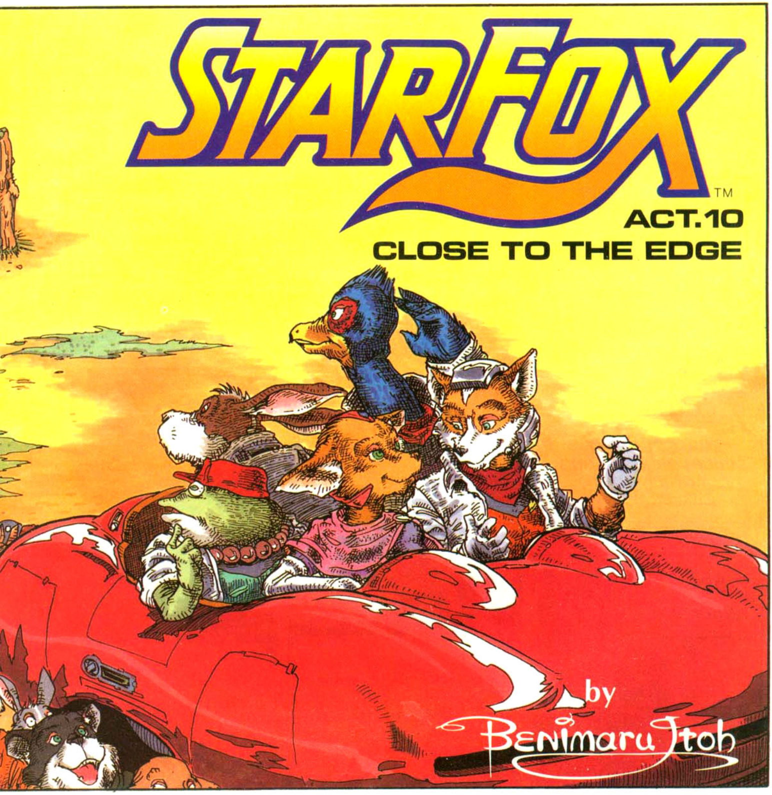
SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733


FOR THEY ARE JOLLY GOOD HEROES... FOR THEY ARE JOL
I DIDN'T REALIZE I WAS SO **POPULAR!**
DON'T LET IT GO TO YOUR **HEAD!**
YAHOO!
Hooray!
THEY JUST **REALLY** HATED **ANDROSS!**


Y GOOD HEROES...

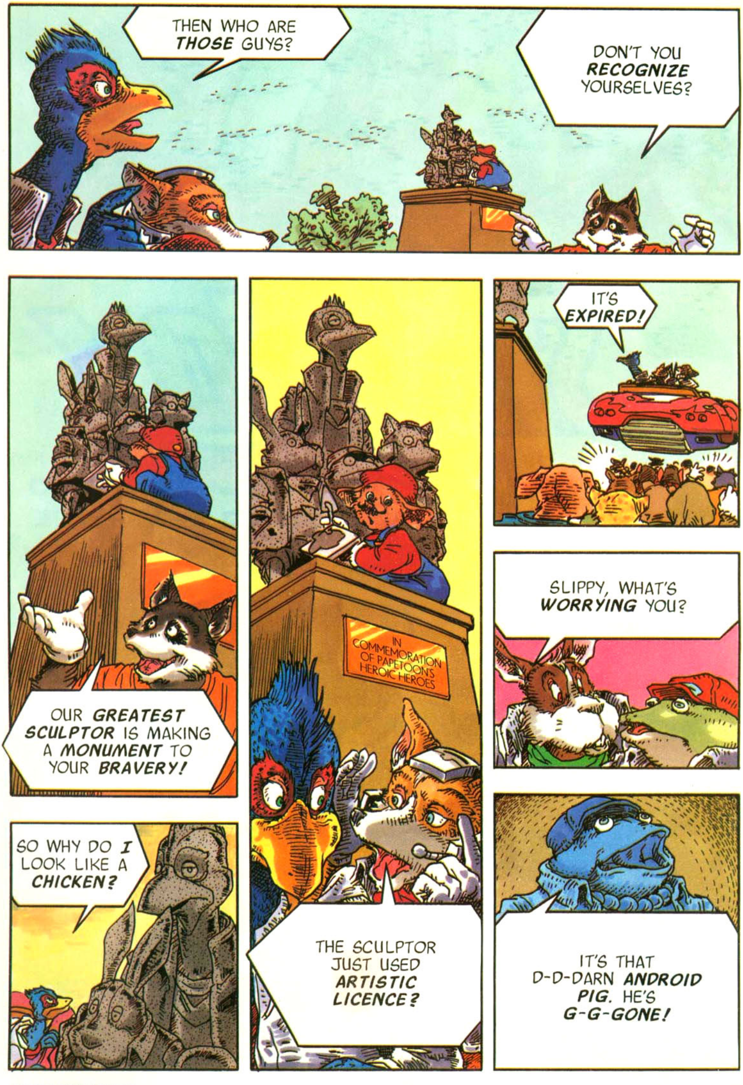


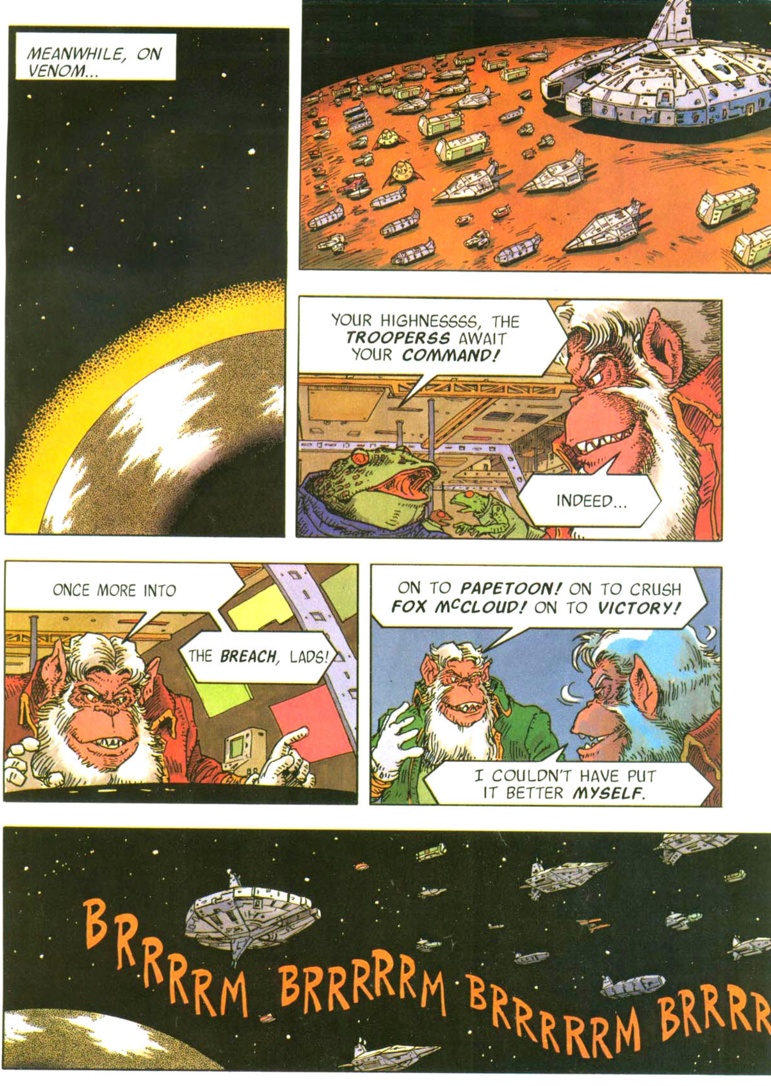
STARFOX™

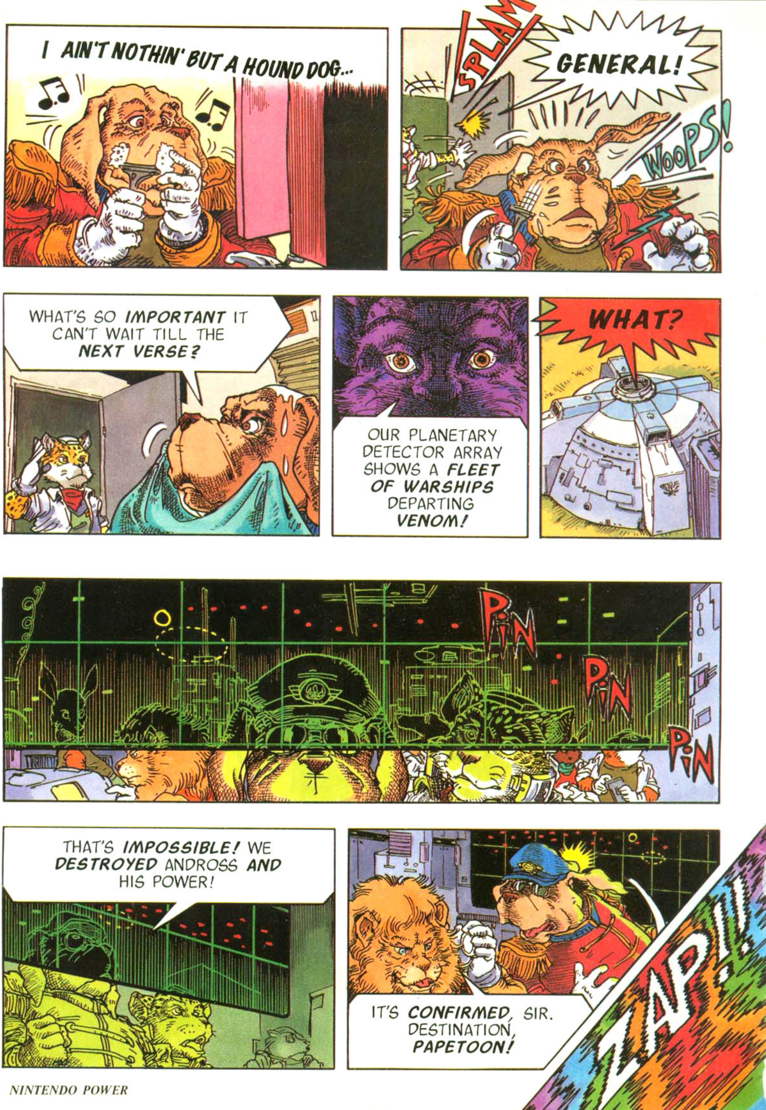
ACT.10

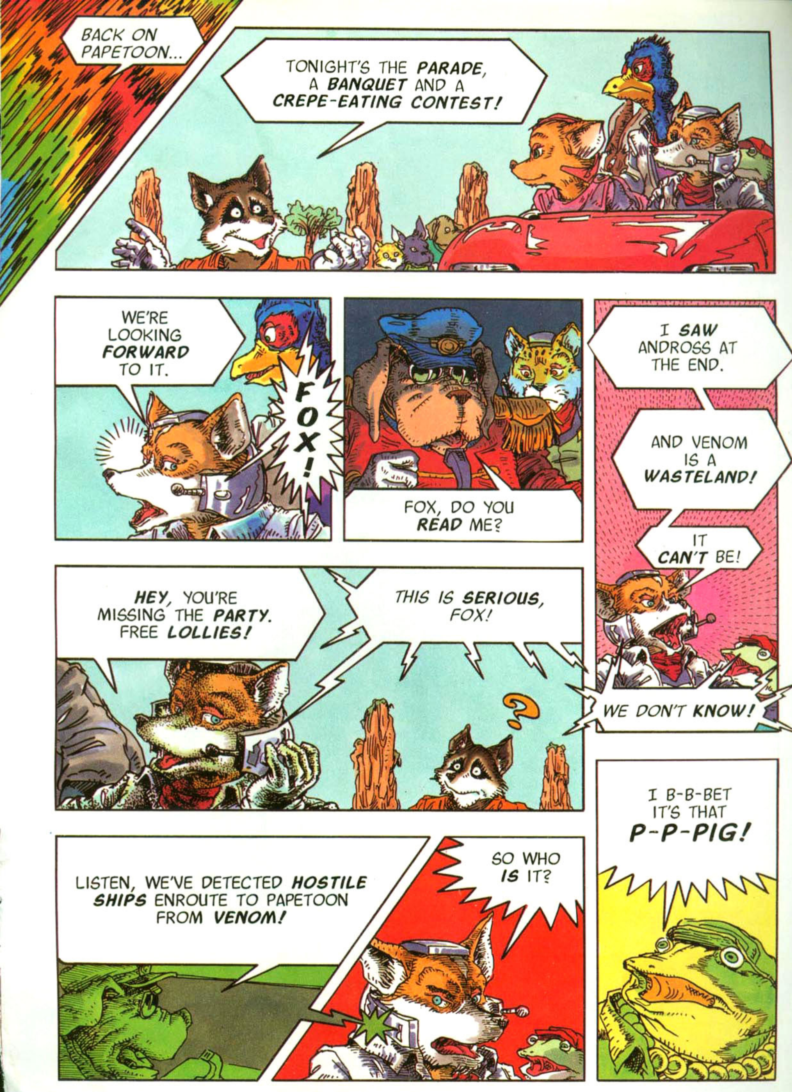
CLOSE TO THE EDGE

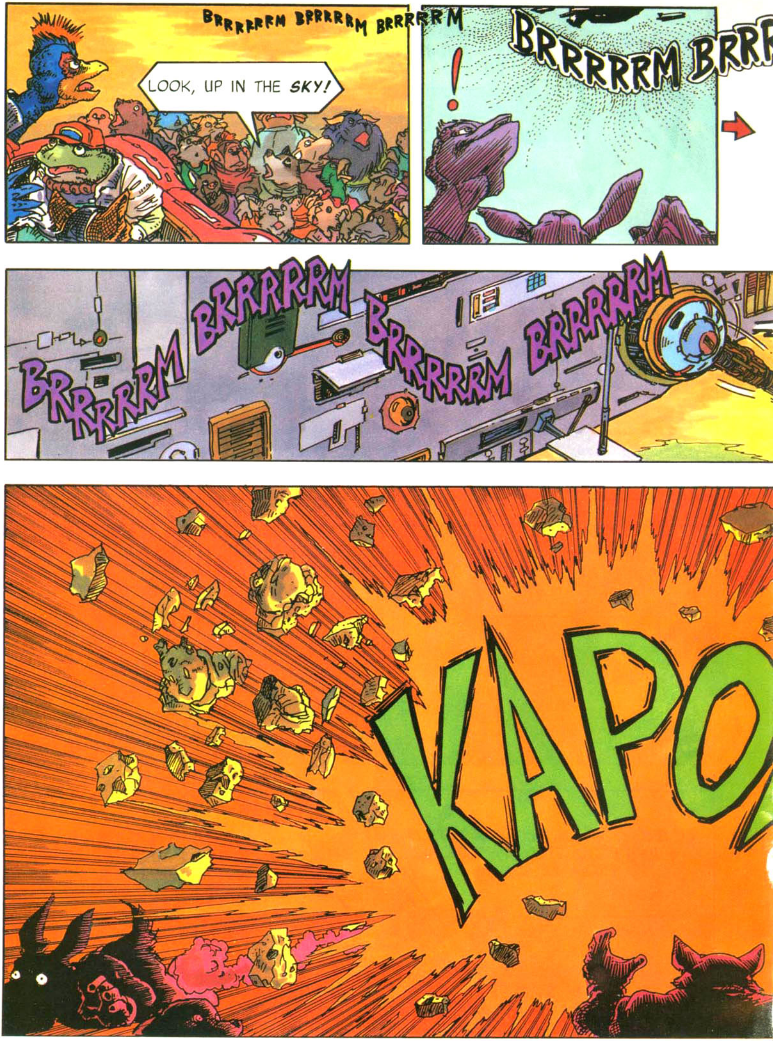
by Benimaru Itoh

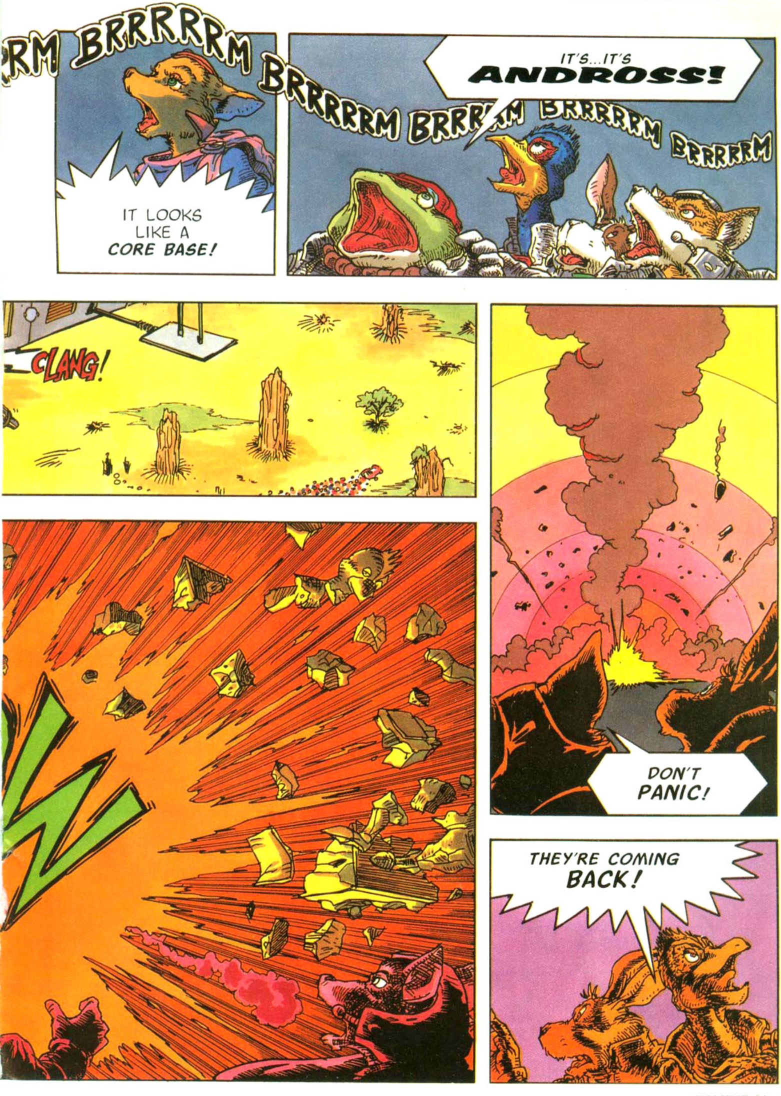

THEN WHO ARE *THOSE* GUYS?
DON'T YOU *RECOGNIZE* YOURSELVES?
OUR *GREATEST SCULPTOR* IS MAKING A *MONUMENT* TO YOUR *BRAVERY!*
SO WHY DO *I* LOOK LIKE A *CHICKEN?*
IN COMMEMORATION OF PAPETOON'S HEROIC HEROES
THE SCULPTOR JUST USED *ARTISTIC LICENCE?*
IT'S *EXPIRED!*
SLIPPY, WHAT'S *WORRYING* YOU?
IT'S THAT D-D-DARN *ANDROID PIG.* HE'S *G-G-GONE!*

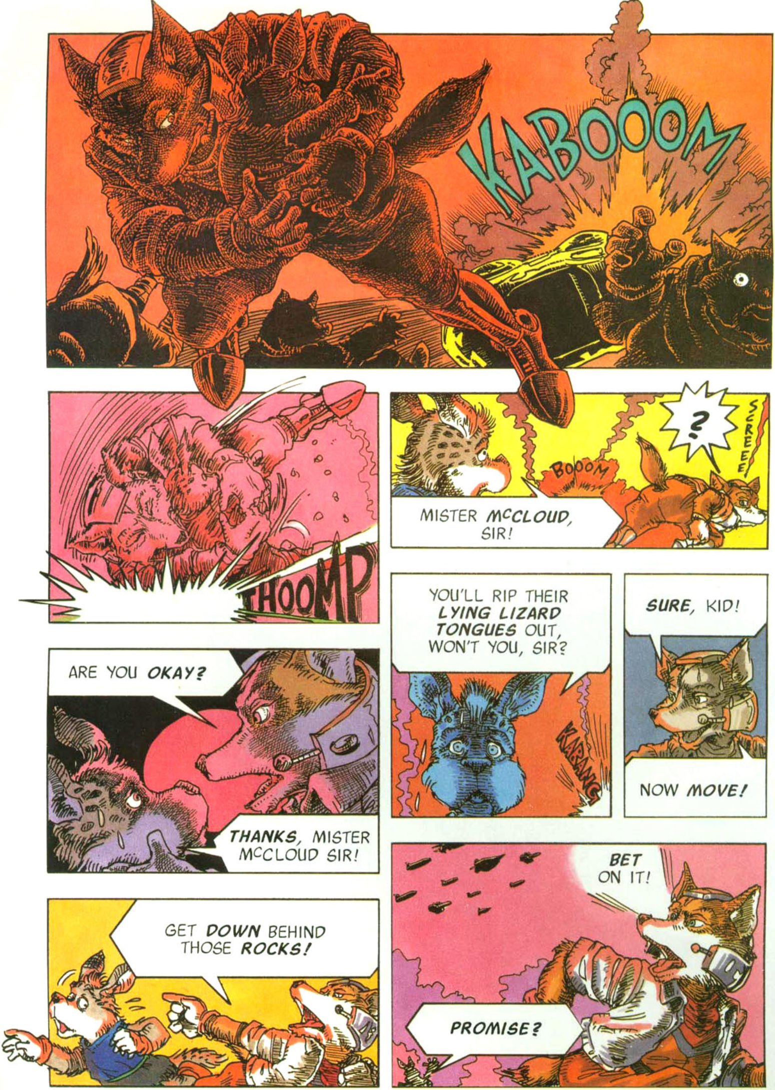

MEANWHILE, ON VENOM...
YOUR HIGHNESSSS, THE TROOPERSS AWAIT YOUR COMMAND!
INDEED...
ONCE MORE INTO
THE BREACH, LADS!
ON TO PAPETOON! ON TO CRUSH FOX McCLOUD! ON TO VICTORY!
I COULDN'T HAVE PUT IT BETTER MYSELF.
BRRRRM BRRRRRM BRRRRRRM BRRRR

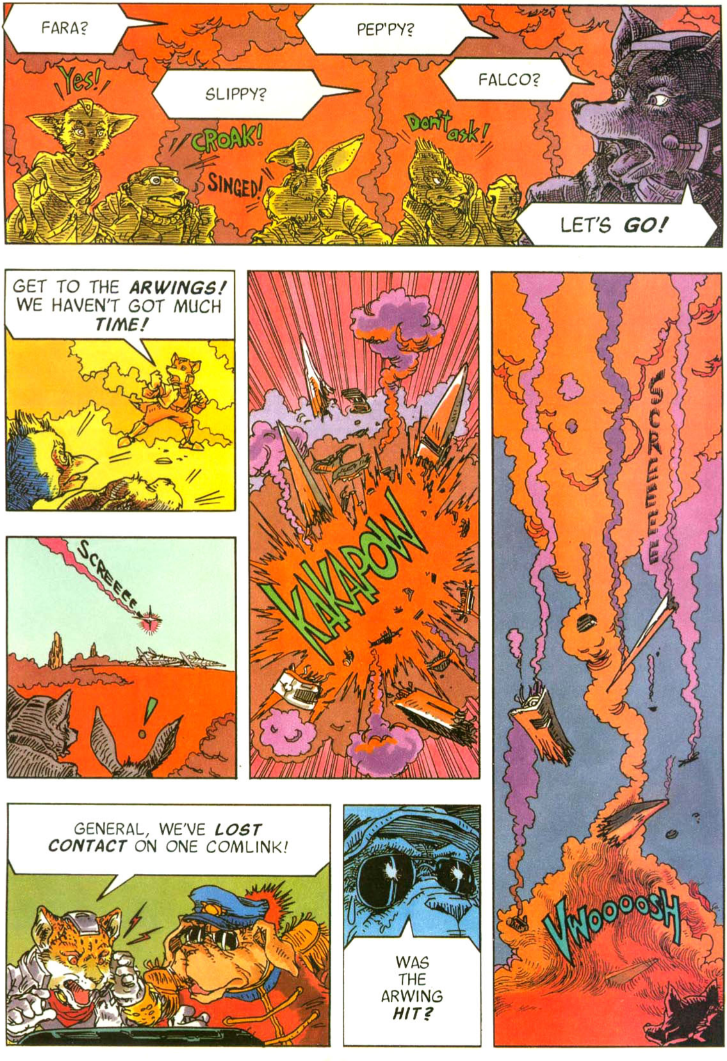

I AIN'T NOTHIN' BUT A HOUND DOG...
SPLAM
GENERAL!
WOOPS!
WHAT'S SO IMPORTANT IT CAN'T WAIT TILL THE NEXT VERSE?
OUR PLANETARY DETECTOR ARRAY SHOWS A FLEET OF WARSHIPS DEPARTING VENOM!
WHAT?
PIN
PIN
PIN
THAT'S IMPOSSIBLE! WE DESTROYED ANDROSS AND HIS POWER!
IT'S CONFIRMED, SIR. DESTINATION, PAPETOON!
ZAP!!

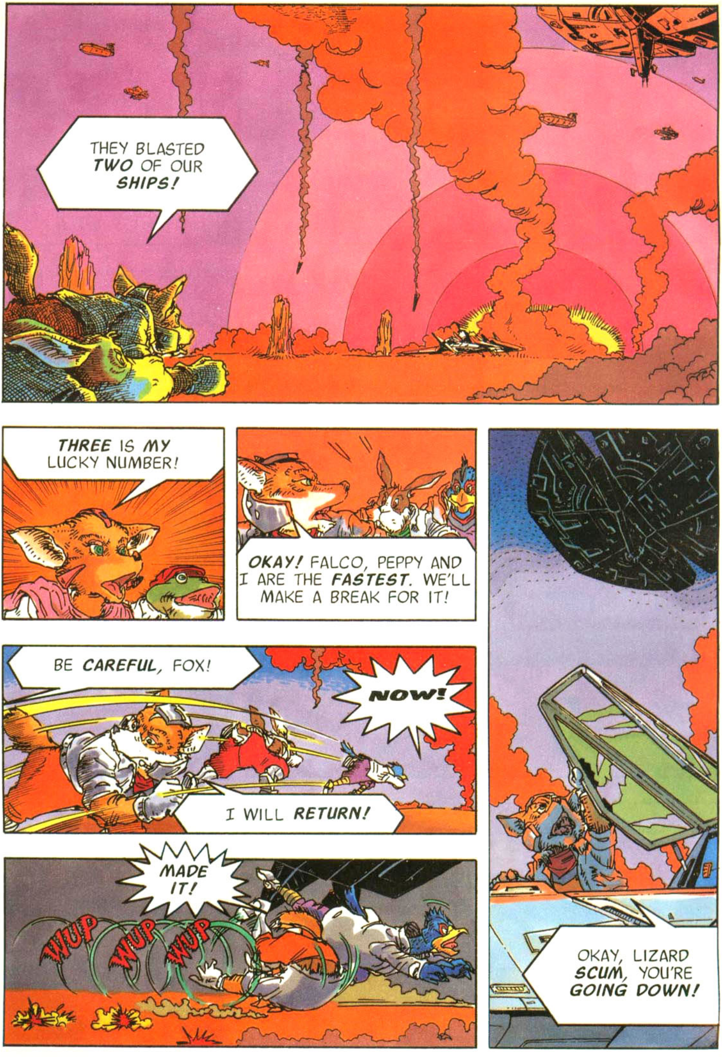

BACK ON PAPETOON...
TONIGHT'S THE PARADE, A BANQUET AND A CREPE-EATING CONTEST!
WE'RE LOOKING FORWARD TO IT.
FOX!
FOX, DO YOU READ ME?
I SAW ANDROSS AT THE END.
AND VENOM IS A WASTELAND!
IT CAN'T BE!
HEY, YOU'RE MISSING THE PARTY. FREE LOLLIES!
THIS IS SERIOUS, FOX!
?
WE DON'T KNOW!
LISTEN, WE'VE DETECTED HOSTILE SHIPS ENROUTE TO PAPETOON FROM VENOM!
SO WHO IS IT?
I B-B-BET IT'S THAT P-P-PIG!

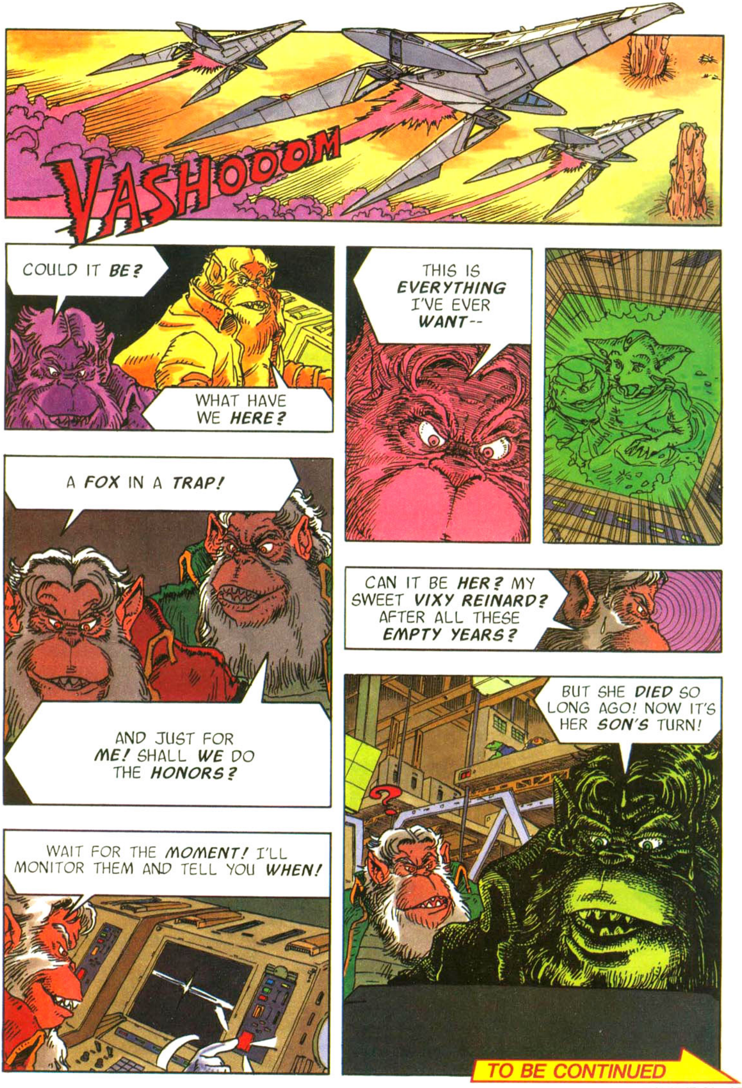

BRRRRRRM BRRRRRM BRRRRRRM
LOOK, UP IN THE SKY!
!
BRRRRRRM BRRR
BRRRRRM
BRRRRRM
BRRRRRRM
BRRRRRM
KAPO


RM BRRRRRM
BRRRRRRM BRRRRM BRRRRRRM BRRRRRM
IT'S...IT'S **ANDROSS!**
IT LOOKS LIKE A ***CORE BASE!***
CLANG!
DON'T ***PANIC!***
THEY'RE COMING ***BACK!***


KABOOOM
THOOMP
BOOOM
?
SCREEEE!
MISTER McCLOUD, SIR!
ARE YOU OKAY?
THANKS, MISTER McCLOUD SIR!
YOU'LL RIP THEIR LYING LIZARD TONGUES OUT, WON'T YOU, SIR?
KRANG
SURE, KID!
NOW MOVE!
GET DOWN BEHIND THOSE ROCKS!
BET ON IT!
PROMISE?


FARA?
Yes!
SLIPPY?
CROAK!
PEP'PY?
SINGED!
FALCO?
Don't ask!
LET'S GO!
GET TO THE ARWINGS! WE HAVEN'T GOT MUCH TIME!
SCREEEEE
!
KAKAPOW
SCREEEEEEEE
VWOOOOSH
GENERAL, WE'VE LOST CONTACT ON ONE COMLINK!
WAS THE ARWING HIT?


THEY BLASTED **TWO** OF OUR **SHIPS!**
THREE IS **MY** LUCKY NUMBER!
OKAY! FALCO, PEPPY AND I ARE THE **FASTEST**. WE'LL MAKE A BREAK FOR IT!
BE **CAREFUL**, FOX!
NOW!
I WILL **RETURN!**
MADE IT!
WUP
WUP
WUP
OKAY, LIZARD **SCUM**, YOU'RE **GOING DOWN!**


VASHOOOM
COULD IT BE?
WHAT HAVE WE HERE?
THIS IS EVERYTHING I'VE EVER WANT--
A FOX IN A TRAP!
AND JUST FOR ME! SHALL WE DO THE HONORS?
CAN IT BE HER? MY SWEET VIXY REINARD? AFTER ALL THESE EMPTY YEARS?
WAIT FOR THE MOMENT! I'LL MONITOR THEM AND TELL YOU WHEN!
BUT SHE DIED SO LONG AGO! NOW IT'S HER SON'S TURN!
TO BE CONTINUED

POWER PLAYER'S CHALLENGE

The scores keep rolling in, but some of the best scores just can't be beat. If you think you can do it, you had better send in a photo of your achievement as soon as you can! If you take too long, somebody might beat your score before it arrives. When you take a photo, don't forget to include your name and address, or we won't know who your are.

CHALLENGE

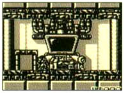
SUPER MARIO ALL-STARS

What is the Lowest Score you can get at the end of Level 9-4 on the Lost Levels?

Try to avoid as many enemies as possible.

BIONIC COMMANDO

Can you finish the game with the shortest Life Meter?



Be careful when you go up against the bosses, they can be tough.

YOSHI'S COOKIE

What is the best score you can cook up?

Don't get caught in the chaos of the cookie factory!

SUPER BLACK BASS

What is the biggest lunker you can catch?

The biggest fish are waiting in the final lake of the tournament.

METROID II: RETURN OF SAMUS

What is your best finishing time?

Don't waste your time looking for extra Power-Ups.

TECMO SUPER BOWL

What is the widest margin of victory you can get in the Super Bowl?

Make sure you play against the computer when you do this.

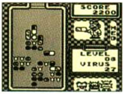
DINOCITY

What is your best finishing score?

Take the time to find the bonus rounds.

DR. MARIO

What is the highest score you can get?



Get those viruses before they get you!

NES OPEN TOURNAMENT GOLF

What is the lowest score you can shoot on the British Course?

You've tried your golf game on the Japan Course, now try this one.

POWER PLAYERS

SIMCITY

Fastest Time to Megalopolis.

Penny Bodine Snohomish, WA	Oct. 1901
Anthony Lee Sunnyside, NY	Dec. 1903
Bob & Grace Hocum Black Creek, NC	Mar. 1904

SUPER MARIO KART

Best Times on Bowser Castle 1.

Peter Kamberis Buffalo Grove, IL	1:36:69
Casey Clayton Austin, TX	1:36:99
Chris Hughes Rye, NY	1:37:40
Patrick Goodwin Fairfax, VA	1:37:74
Adam Johnson Rialto, CA	1:40:03

Best Times on Ghost Plains 1.

Eddie Mora Hutto, TX	1:07:77
David Milek Holland, TX	1:08:77
Peter Kamberis Buffalo Grove, IL	1:08:82
Jason Beck Archbold, OH	1:08:84
Brih Mair Sedro Wolley, WA	1:09:02

DESERT STRIKE

Highest Score on Mission 1.

Rob Thomas Sharon, VT	890,200
James Schneider Jackson, MI	889,700

STAR FOX

Highest Scores.

Justin Massoud Bloomingdale, NS	68,700
Matt Palumbo Dubois, PA	68,700
Willie S. Reynolds Milwalkee, WI	68,700
Jose Rodiquez Philadelphia, PA	68,700
Terry Tolman Ogden, UT	68,700

FINAL FANTASY MYSTIC QUEST

Quickest Time to Doom Castle.

Terry Tolman Ogden, UT	4:54
Jason Mikle Cottage Grove, MN	5:08
Jason Waltrip Katy, TX	7:28
Sean Vowels Dobbs Ferry, NY	9:00
John Cornthwait, Jr Roanoke, VA	12:53

THE REN & STIMPY SHOW: SPACE CADET ADVENTURES

Highest Score.

Ramon Madrigal, Jr. Fremont, CA	99,999

REVENGE OF THE GATOR

Highest Scores.

Mark Newfield Detroit, MI	5,880,730
Sam Jackson Miami, FL	4,627,980
George Marshall Midland, TX	2,235,760

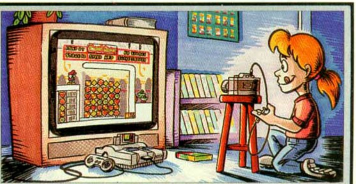
THE LEGEND OF ZELDA: A LINK TO THE PAST

Finished the game without losing a life.

W.L. Morgan Pohsboro, TX	000
Sam Grindstaff McCaysville, GA	000
Brian Compana Lorain, OH	000
Josh Lytle Bellevue, WA	000
Chris Gillis Lynchburg, VA	000
Mackenzie Manser Grafton, OH	000
Mark Strobert Wilmington, DE	000

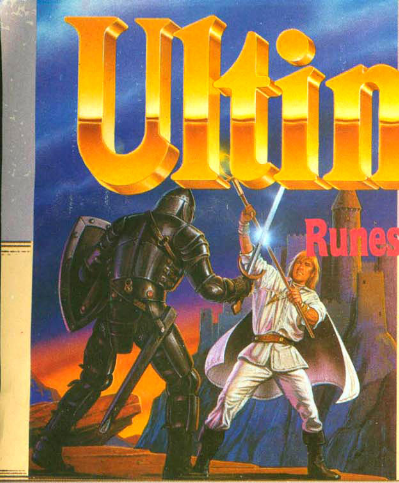
I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.



Send to →

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733



Ultima

© 1993 Origin

Runes of Virtue II™

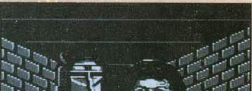
RETURN TO BRITANNIA

It's once-more-into-the-breach time for fans of FCI's Ultima series. Runes II has more adventure, more puzzles and more fun than the original Game Boy title. It combines the depth of an RPG and the action of an adventure.

LORD BRITISH CALLS

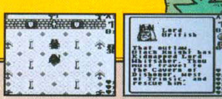
When Lord British calls you to his world, you must obey. The powers that be transport you into a world of magic, mystery and countless dangers. First you must adopt the form of one of the heroes of the land. Shamino is strong and brave, a ranger from the back country. Mariah works with magic and has the highest intelligence rating of the four characters. Iolo the bowsman hails from the town of Britain. Dupre, master swordsman, comes from Jhelom to do the bidding of Lord British. Once you have chosen your identity, you'll learn why Lord British has summoned you.

Thus begins Ultima: Runes of Virtue II, a grand adventure that takes you over the breadth of Lord British's realm. As before, you'll find clues and Items to help you on your way. Monsters roam in the caverns and must be defeated by cunning and skill of arms. You'll warp from one region to another by stepping into the mysterious Moongates or by taking over a pirate ship and sailing to distant shores. Puzzles abound in the dungeons, castles and towns. Secret passages riddle the landscape while magical spells are as common as raindrops. The people of this land tell many stories, some true and others false. A hero must weigh every word. While you wander on your journey, events elsewhere may appear as a vision for you to heed. But you need not wander alone, for two heroes may journey together using the Game Link option. Come now and explore the boundaries of your imagination with Runes of Virtue II.



Me friends will see thee walk the plank for this, matey!

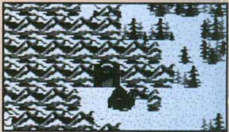
One of the innovations in the new Runes is that the storytelling takes place in several forms. Both cut-scenes and people you talk to reveal the story.



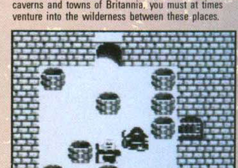
Lord British

That outlaw, Black Knight has kidnapped Lord Whitsaber. Thou must travel to the Cavern of Dishonor, west of Trinsic, and rescue him.

Lord British may not be the font of all knowledge, but he knows much of what takes place in his realm. His word should be your command on this quest.



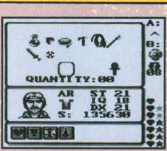
Although most of the game takes place in the caverns and towns of Britannia, you must at times venture into the wilderness between these places.



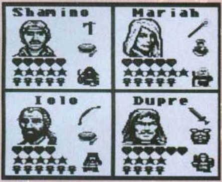
Underworld caverns contain the Chalices, but they also are filled with puzzles and enemies.

SETTING OUT

After choosing your new identity, speak with your lord. He will set a task and point you in the right direction, but there is more to do before departing the castle. There are useful Items and clues to be found here in the keep, so explore and discover what you can. Collect keys in rooms and by answering questions. Sherry the Mouse, Chuckles the Jester, Nystal the Mystic and others will be there to help you. Nystal can let you know which precious objects are located in which caverns. On the rooftop, check out the world map. There are four levels to explore including the vast dungeon with its poisonous pit. Since Sherry suggests that you go to the roof, do so and you'll find some cheese. When you next see Sherry, she'll give you a key for the cheese. With the key you can enter a locked room. You'll also want to pick up the shield from the Blacksmith for 50 gold pieces before you head outside. Then, after exploring the castle, it's time to begin.



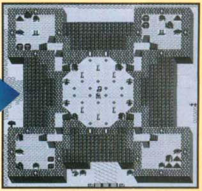
After completing your first mission, return to see Lord British.

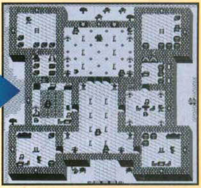


Each hero has special abilities and weapons. You can finish the game with any character, but if you like to use magic, Mariah is your best choice. If you want a fighter, Dupre is your man. In the two-player game, it is best to have a strong mage and fighter.

LORD BRITISH'S CASTLE

Explore the castle before venturing out on your quest. There are many secret passages and other secrets.


3F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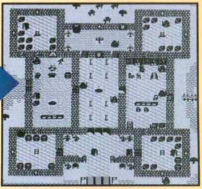
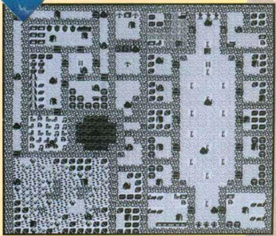

1F


B1

KEYS TO SUCCESS

Below are listed a number of the essential elements of the game. If you follow basic strategies regarding the utilization of these elements, you'll eventually solve all the puzzles and save Britannia.

LORD BRITISH

After every successful mission, return to see the king for clues on your next quest.

PEOPLE

Talk to all of the people you meet. Many of them will give you very direct clues.

TREASURE BOX

Treasure Boxes contain Items that you may need. Try to reach and open them all.

HEART

Your strength and lasting power is determined by Hearts. Collect them when you can.

FOOD

Food restores all of your hearts when you eat it.

COIN

The Coin is worth one piece of gold—the basic monetary unit of Britannia.

STAR

Restores one Star, which is your measure of magic.

KEY

It opens any door bearing the same symbol as the Key.

BARREL

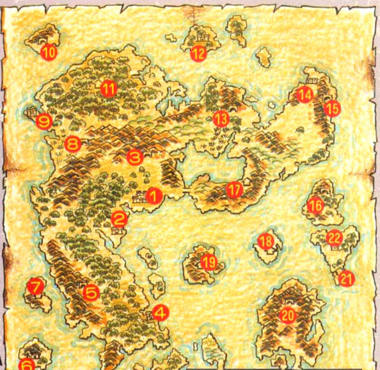
Move Barrels and break them with the hammer to move through mazes.

SECRET DOORS

Look for the shifted sections of walls for secret passages. They are everywhere.

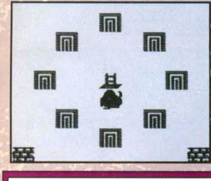
THE QUESTS

Your efforts to defeat the Black Knight and bring an end to his mischief will lead you across the entire land of Britannia. Most of the fighting and puzzle solving, however, takes place in the caverns that are scattered throughout the land. The goal in each level must lead you through new dangers and puzzles. But there is more to the game than these levels. Certain tasks will be given you at the bequest of Lord British, and they will take you to towns, shrines and distant islands.



MOONGATES

Moongates act as doorways or warps between distant areas of the land. The trick is to reach them.



A. BRITAIN
B. JHELOM
C. YEW
D. MINOC
E. TRINSIC
F. SKARA BRAE
G. NEW MAGINICIA
H. MOONGLOW
TOWNS

BRITANNIA

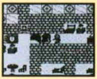
- ①. Lord British's Castle
- ②. Britain
- ③. Cavern of Hatred
- ④. Trinsic
- ⑤. Cavern of Dishonor
- ⑥. Jhelom
- ⑦. New Maginicia
- ⑧. Cavern of Injustice
- ⑨. Empath Abbey
- ⑩. Cavern of Cowardice
- ⑪. Yew
- ⑫. Serpent's Hold
- ⑬. Cavern of Selfishness
- ⑭. Minoc
- ⑮. Sea Cave
- ⑯. Cavern of Deceit
- ⑰. Cavern of Pride
- ⑱. Skara Brae
- ⑲. Dagger's Isle
- ⑳. Great Stygian Abyss
- ㉑. Moonglow
- ㉒. Lycaeum

Once you secure the pirate ship you can reach Dagger Isle and other areas.

FIRST QUEST

CAVERN OF HATRED

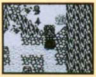
The Black Knight has begun his nefarious scheme of kidnapping the leaders of Britannia and hiding them away in the deep caverns. Your first mission is to go north from Lord British's Castle to the Cavern of Hatred.



SECOND QUEST

CAVERN OF DISHONOR

South of Britain in the western mountains is your second goal, the Cavern of Dishonor. It's easy to reach, but once you're there, you'll have to fight trolls, bats and other netherworld creatures to win the Rune of Honor.



THIRD QUEST

CAVERN OF INJUSTICE

Southeast of Empath Abbey lies the entrance to the Cavern of Injustice. Enter the cave and search for the Lady Lenora of Yew who has been imprisoned there, then return her to her home before visiting Lord British.

FOURTH QUEST

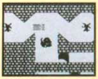
EMPATH ABBEY

A Lich has moved into the ancient seat of Empath Abbey in the far west of the land. You must journey through the north mountains to reach the Abbey. Once you have defeated the fiend, you'll win 50 pieces of gold.

FIFTH QUEST

CAVERN OF SELFISHNESS

In your efforts to free the imprisoned nobles, don't forget that you must collect a prize in the dungeons. Here in the Cavern of Selfishness, seek out the Chalice, which allows you to restore one heart.



SIXTH QUEST

NEW MAGINICIA

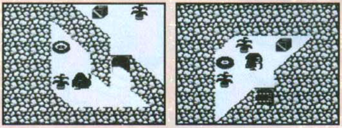
Off the coast of Britannia to the west is an island with the town of New Maginicia. Use the Moongate to reach the island and bring the letter of warning to Lord Antonio, if you can find him.

TRAPS & TRICKS

There are many basic puzzles that you will encounter throughout Runes II. In many cases, you just need to identify the type of puzzle and a solution will present itself. Many of the types of puzzles are used in conjunction with other types. The one thing to remember is that there is always a solution. Below are a few examples of the types of problems you'll encounter in your journey.

SECRET SWITCHES

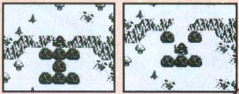
Look for these switches in many dungeons. If you step on them, they'll transport you to another room within the dungeon.



Switches like these in the Cavern of Hatred are either On or Off, so you can always return to your previous position.

MUSHROOMS

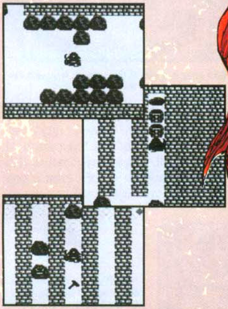
Mushrooms aren't just a delicacy in Britannia, they can also help you get through a cave. If you eat a mushroom, you'll have enough strength to break rocks.



Eat the mushrooms and then break the rocks that block your path forward.

MOBILE ROCKS

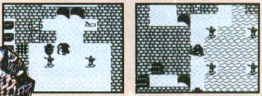
Some rocks have a life of their own. In this case, if you line up the rocks on the diamond patterns, you'll get a hammer with which to break the barrels.



To reach the hole, you must break the barrels with the hammer received from lining up the rocks.

DRY PASSAGE

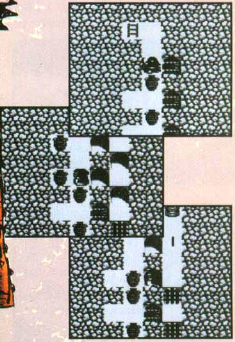
Some rooms flood when you push the switch that opens the door. Since you can't walk on the water, you must push the barrel to create a path that won't be flooded.



Where you push the barrel, the land will not be covered by the flood waters.

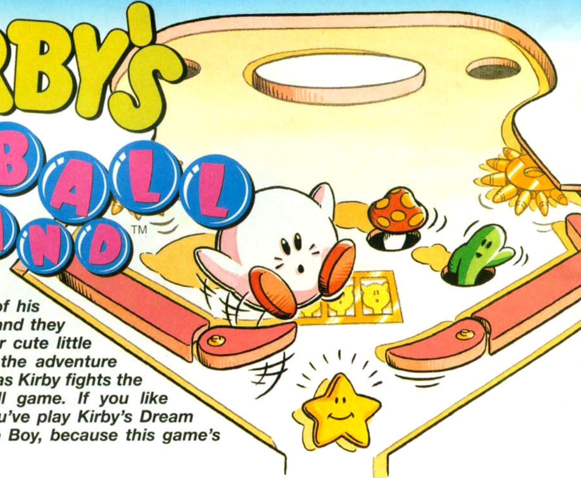
POT LUCK

In this puzzle, moving the large pots into the slots in the wall will cause gates to open . . . Line up the pots, then go through the door to reach the pots.



You must exit the room and re-enter to get lined up and push the pots into their slots.

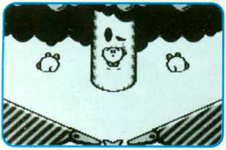
KIRBY'S PINBALL LAND™

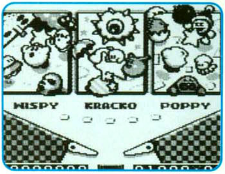


King Dedede and all of his evil friends are back, and they are out to torment our cute little hero Kirby. This time the adventure takes a different turn, as Kirby fights the bad guys in a pinball game. If you like pinball games, and you've play Kirby's Dream Land, grab your Game Boy, because this game's for you!

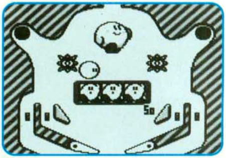
FLIPPER FRENZY

Kirby bounces back into play with his newest adventure for Game Boy. Kirby's first two games were Mario-like adventures, taking him through strange and unusual lands. This adventure brings Kirby and many of his past enemies to an entirely new style of game. Kirby's Pinball Land has created a pinball quest that will interest both Kirby and pinball fans. Kirby has become a pinball, and you must use the pinball flippers to move him through the game. In most pinball games you shoot for the highest score, and when you lose all three balls the game is over. Kirby's Pinball Land has added bosses and special Items to give the game an objective and an ending.

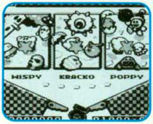


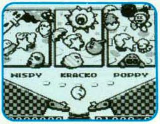


There are three different stages in the game which you can play in any order. After you finish all three stages, Kirby must go up against King Dedede and finish him off once and for all. The battery-save feature can save the game at any time, relieving some of the frustration of losing a ball. The battery feature also saves the highest scores, even if you turn your Game Boy off.



Each game is a total of three screens high, with the top screen leading to the boss of the stage.





You will go to a different game, depending on where the ball is hit. Don't worry about using the flippers. The ball will fall into a cannon that you can shoot when the time is right.

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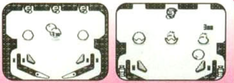
POPPY BROTHERS

The mad bombers are hiding everywhere Kirby goes! They leave their bombs in Kirby's path, making his job even tougher than before. Work your way to the top of the stage and get rid of the mad bombers once and for all. When you are fighting them beware of the falling bombs; you'll lose control of your flippers if they get hit by a bomb. This means trouble when it comes time to shoot the ball! If you continue hitting the mad bombers, they won't have time to drop bombs on you.

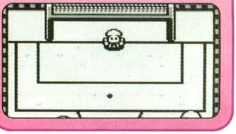
CHICKEN HATCHING



Hit each of the eggs four times to help the chickens hatch. If one of the Poppy Brothers makes it to the egg before it hatches, you have to start over. Hatch three chickens to make the Warp Star appear.

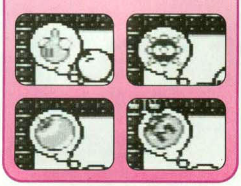
CATCH A STAR

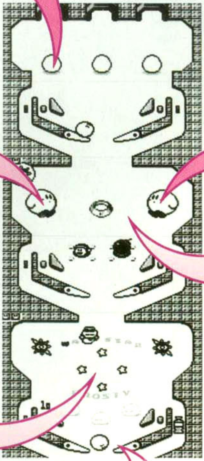
If a Warp Star appears in the center area, hit it to go to the Bonus Area. In the Bonus Area you can break away the bricks with the ball for extra points. When time runs out, the Star will take you back to the game.



SPITTING KIRBYS

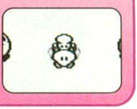
Hit the Kirby on the left and he will shoot an Item into the center area. Try to hit the Item for extra points or other special features. The Kirby on the right will suck the Item back up if you hit him instead.





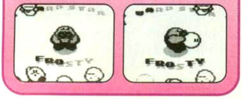
SQUID EXPRESS

If you can get Kirby to spit the Squid into the center area, try to hit it for a free ride to the top. The Squid will remain in the center until you hit it, or the righthand Kirby. When you hit the Squid, he will grab your ball and start swimming for the top!



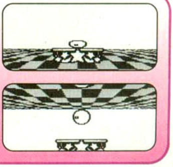
SPELL FROSTY

You can light up the letters below Frosty by hitting him with the ball. If you spell out FROSTY, he will grab your ball and start spinning. Press either flipper button to send your ball flying wherever you want!



BALL RECOVERY

If the ball drops out of bottom of the lowest screen, you'll only get one chance to send it back into play. When Kirby falls onto the Star Platform on the next screen, hit the A Button when the platform is at its lowest point. Get the timing right and Kirby will rocket back into play.

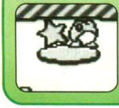


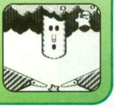
WISPY WOODS

This stage is ruled by the creatures of the forest. The Evil Wispy Woods are awaiting our hero at the top of this stage, but getting there might prove impossible! Try to keep the ball moving toward the top screens at all cost. When you get to the bottom screen it becomes very easy to lose your ball! The key to this level is learning to master the slot machine. If you can keep the wheels rolling, you can really rack up your score. If you get to Wispy Woods, watch the sap fly!

BOSS WARP

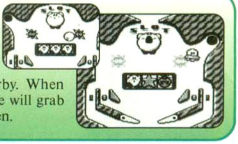
Knock down all of the Mushrooms to make the Warp Star appear at the top of the screen. If you get past the frog and hit the Star, you will be warped to the boss of this level. You can make the frog jump out of the way by shooting the ball past the Kirbys in the upper corners of the screen.

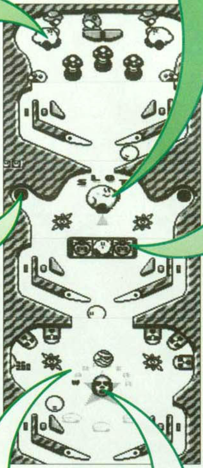




THREE KIRBYS

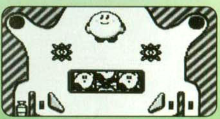
Hitting all three Kirbys on the slot machine will activate the big Kirby. When you hit the top of the big Kirby he will grab the ball and shoot it off the screen.

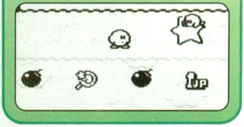




SLOT MACHINE

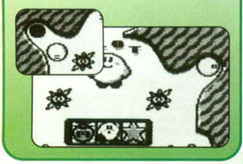
Shoot the ball up over the big Kirby's head to set the slot machine wheel spinning. If the wheels all match, you win a prize. Three Maxim Tomatoes give you a flipper block, while three Stars will make the Warp Star appear. Hit the Star to get warped to a special Bonus Round.





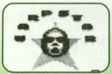
WARP HOLES

If you drop the ball into a Warp Hole, it will reappear on the opposite side. Hit the creatures and Items that come out of the Warp Holes to gain extra bonus points. Keep an eye out for the Warp Star.



WARP STAR

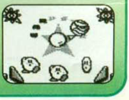
Light the letters around the face by hitting the floating orb. If you spell out the words WARP STAR, the Star will appear over the center face. Hit the Warp Star to exit the stage.



WISPY
KRACKO
POPPY

HIT THE FACES

If you knock down all six faces along the outside of the screen, the Star pattern will light up. If you put the ball in the center of the Star, it will shoot in the direction of the Star's lit point. Try to hit it so the ball will shoot back to the top.

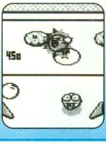


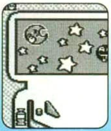
KRACKO

Kirby takes to the skies in this stage, working his way through the clouds to fight the Sun and Moon. Way up in the sky waits the master of the clouds, the evil Kracko. When you first fight him, he appears as a spinning eye that rushes at you. After you hit him, he changes into a giant spiked cloud that shoots lightning rays at his unsuspecting victims. Try to keep hitting Kracko to prevent him from freezing your flippers with his lightning. If you can trap the ball in the top corners above Kracko, you can finish him off without any trouble at all.

SUN AND MOON

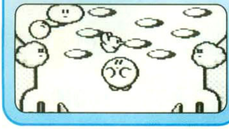
Continue to hit the Sun until it drops out of sight, making the Moon and a sky of stars appear. If you hit all of the stars, the Warp Star will appear. Hit the Star to get to the boss.





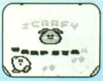
CLOUDS

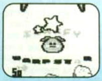
When you hit the cloud on the left it will shoot an Item at the other cloud. Collect the Items for extra bonus points before the other cloud sucks them back up.

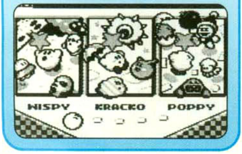


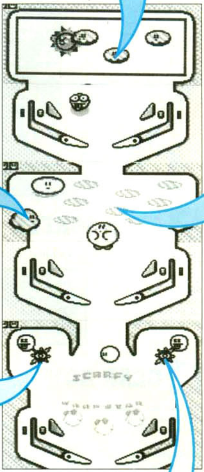
WARP STAR

Hit both of the ghosts in the top corners to spell out WARP STAR. If you hit the Star when it appears, you will warp out of this stage.



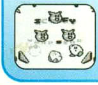


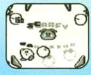




SCARFY

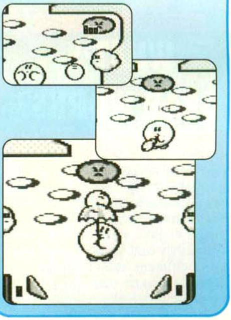
Spelling SCARFY will split him into three parts. Hit any Scarfy to sent your ball flying.





UMBRELLA WARP

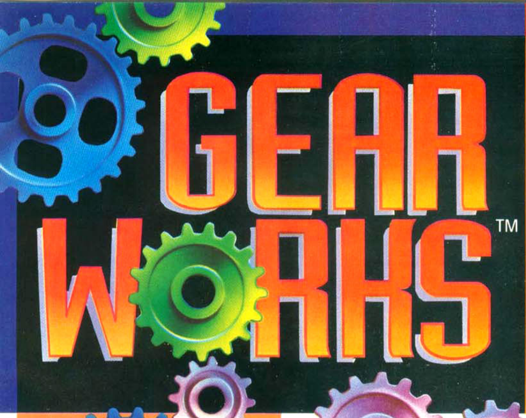
If you hit the floating cloud often enough, it will get mad and begin raining on the big Kirby. When Kirby pulls out his umbrella, shoot the ball on top of it and Kirby will knock the ball to the top screen.



SAVE YOUR GAME

If you are having trouble keeping the ball in play, remember, you can save your game at any time by pressing the Select Button. After you save the game, you can continue as often as you need to in order to defeat the game! The game will also save your highest scores so you can challenge yourself later.

▶ CONTINUE PLAYING
SAVE AND QUIT



GEAR WORKS™

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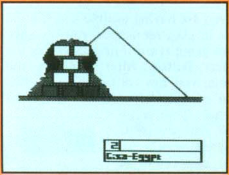
All the machines in the world are missing their cog works. It's your job to connect all the gears before time runs out. Armed with your tool box and a hand full of gears, you set out to get things running again!

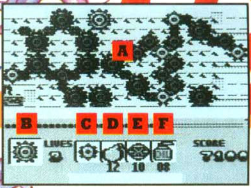
WHAT'S GEAR WORKS?

Sony Imagesoft brings a tricky and puzzling strategy game to Game Boy. Although the graphics and play control may be tough to handle at first, puzzle game fans will quickly become hooked. There are 12 different levels in the game, each one tougher than the last. As the game progresses, players have to connect more and more gears within a smaller space. The going really gets tough when you start having to span gaps in the screen. If you run out of time, the game has a password feature so you can start again at the beginning of each level.



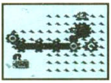
As you complete each stage you will travel to a new location in the world. The stage location is shown in the bottom corner of this screen.

GAME SCREEN



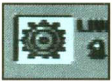
A MAIN SCREEN

The Main Screen takes up the top half of the screen. The object of the game is to connect all the stationary gears to the moving gear. When you get all the gears to move, you win!



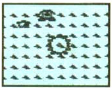
B GEAR BOX

The Gear Box displays the next gear you get to place. It is a good strategy to watch this box. It is easier to quickly place the gear if you have an idea what the next gear is!



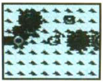
C GEAR ICON

Highlight this icon when you want to place the next gear. It you switch to another icon, the game will remember the next gear you need to place. When you return to the gear icon, that gear will appear.



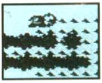
D BOMB ICON

The Bomb Icon is used to get rid of an unwanted gear. If the gears stop moving, there is most likely a gear in the wrong spot. Find the gear and blast it out of the way. You will receive another bomb each time you connect all the gears.



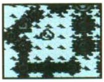
E TARGET ICON

Use the Target Icon to shoot the enemies out of the way. You can also remove them by placing a gear on top of them, but you might drop the gear in the wrong place. It isn't necessary to get rid of the enemies, but they can be a nuisance.



F OIL CAN ICON

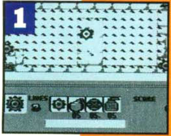
Some gears have rusted solid from a lack of use. If you connect to a gear and it still doesn't move, try using a little oil on it. You won't lose any oil if the gear doesn't need it. If the gears still don't move, they may not be connected!



CONNECTING THE GEARS

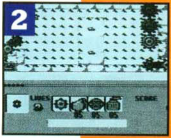
Study this example level before you start playing. If you follow these suggestions, you should be able to complete even the more difficult levels in the game. If you are solving a multi-screen puzzle, use this strategy for each screen. Remember, if you run out of time, you have to start again from the beginning!

1



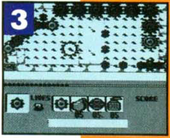
At the beginning of a stage, pause the game and examine the board. Find the trouble spots and the gears.

2



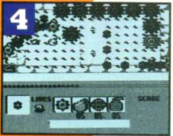
When you start laying down gears, work from both sides of the screen. Try using different combinations from each side.

3



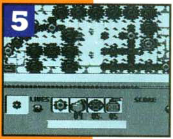
When you finally connect both sides, it may come down a single gear. If the wrong gear appears, drop it fast.

4



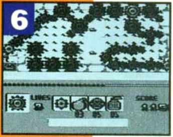
When you misplace a gear, you will need to use a bomb to clear some space. Be careful you only get a few bombs.

5



If you drop gears in the center area, try to connect them to the main line. Unconnected gears cost you points.

6

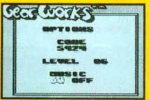


The more gears you can get moving on the screen, the higher your score. It really pay to know your gear combinations.

SPECIAL PASSWORD

LEVEL 6-5924

Use this password to skip up halfway through the game. The levels here on out are very difficult, so use your time wisely. If it gets too tough, practice with the earlier levels.

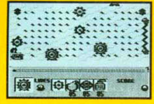


OPTIONS

CODE
5924

LEVEL 06

MUSIC
ON OFF

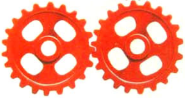


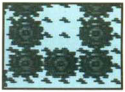
GEAR COMBINATIONS

Memorize these combinations and you will be able to make short work of any of the levels in the game. Each of these gear combinations will work in several places, so be ready to switch to a different type if you don't get the gears you need.

A TYPE

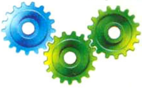
Big gears will line up side by side. You can either line them up and down, or left and right. This combination works well when you want to reach across a large gap.

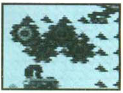




B TYPE

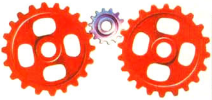
Medium gears will line up side by side, but you will need to place a third medium gear between them and up or down one row to connect them. Work your way straight across the screen this way.

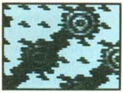




C TYPE

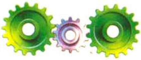
You can connect two big gears diagonally by placing a small gear between them. This combination will quickly span from the top corner to the bottom corner.

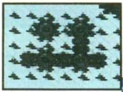




D TYPE

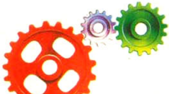
A variation of the B Type combination, you can also connect two medium gears by placing a small gear between them. Use this combination along with the B type combination.

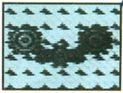




E TYPE

Use this combination to connect a series of medium gears with big gears. You must have a small gear to make this combination, so don't waste your small gears in the wrong places.





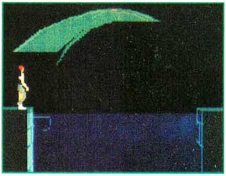
COUNSELORS' CORNER!

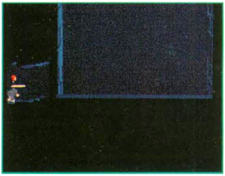
OUT OF THIS WORLD

Scott Engan

HOW DO I GET THROUGH THE LARGE PIT BEYOND THE GREEN ORBS?

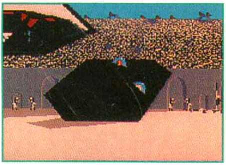
If you come to this large pit and find it empty, you failed to destroy the brick wall at the bottom of it before flooding the caverns. To return to the caves, use your password. Go down to the bottom of the caves, then walk all the way to the right, past the falling rocks, tentacles and floor creatures, to the brick wall. Shoot it with your laser gun, then walk into the bottom of the pit. You'll get a new password and, when you flood the caves, water will fill the pit.

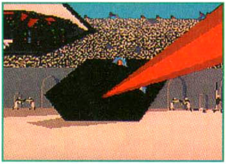

If you arrive at the pit and find it empty, you must return to the caves and destroy the wall.

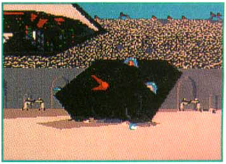

Go to the bottom of the caves and all the way to the right. Now shoot the wall with your laser.

? HOW DO I EJECT FROM THE TANK ? ?

While in the tank, you must use the hand icon to press the buttons on the control panel in a particular sequence to eject. First, press the button that your hand starts on, then move down to the next button and press it. Now move down once and left. Push that button, then move left and up to the next button. Press it, then move up and push the next button, left and press that one, and down to push the next one. When a flashing white button appears, press it to eject before the tank explodes.


First, press the button under your hand icon.


Move down to the next button and push it.

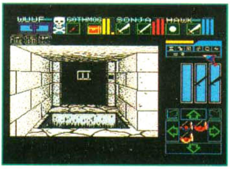

Press the flashing white button to eject.

DUNGEON MASTER

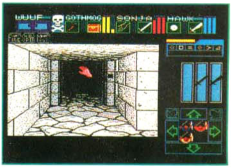
HOW DO I GET PAST THE PIT ON FLOOR 3 WHERE I GET THE MESSAGE, "CAST YOUR INFLUENCE, CAST YOUR MIGHT"?

Charles Emory

When you reach the pit where you receive the message, "Cast your influence, cast your might", you'll have to trigger a switch to close it. Stand next to the pit, facing it. Cast a ZO spell at the closed door on the other side of the pit to open it. Throw some Item, such as a club, across the pit and through the open door. The Item will land on the floor switch, which will close the pit in front of you when it's triggered.



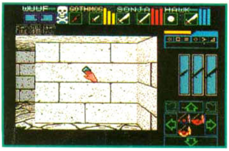
Cast a ZO spell on the closed door to open it.



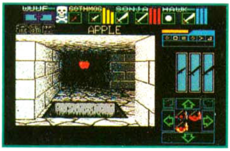
When you trip the switch, the pit will close.

HOW DO I CROSS THE PIT BEYOND THE "TIME IS OF THE ESSENCE" DOOR ?

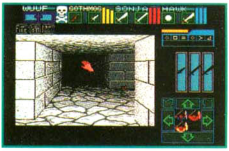
Heed the warning. Time really is of the essence when you reach this pit on Floor 3. Trip on the wall switch next to the pit to make a teleport field appear on the other side, then quickly turn to your left and throw an Item into the field before it disappears. You must be quick--the field will disappear in about five seconds. When the field disappears, the Item you threw will drop onto the floor switch. Tripping the switch will close the pit, allowing you to cross. Continue through the floor to get the Gold Key.



Trip the wall switch to make a teleport field appear on the other side of the open pit.



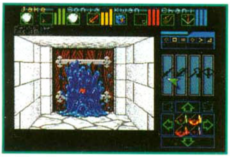
You have about five seconds. Quickly throw an Item onto the teleport field before it disappears.

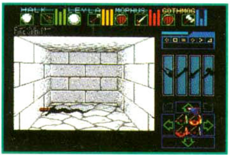


When the teleport field disappears, the Item will drop onto the floor switch and close the pit.

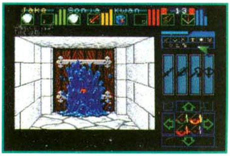
HOW DO I DEFEAT THE WATER ELEMENTALS ?

The Water Elementals, which you'll encounter on the lower floors of the dungeon, can't be beaten with any of your normal weapons or spells. To defeat them, you can either use the Vorpal Blade or use the DES EW formula. You'll find the two Vorpal Blades on Floor 6. The DES EW formula is capable of harming non-material beings, including the Water Elementals, which at first appear to be invulnerable


The Water Elementals that you meet on the lower floors can't be beaten by normal methods.



The Vorpal Blades, which you'll find on Floor 6, can be used effectively against the Water Elementals.

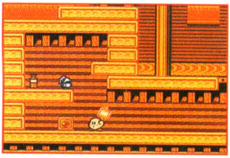

The DES EW formula also works against them. It's capable of harming non-material beings.

KIRBY'S ADVENTURE

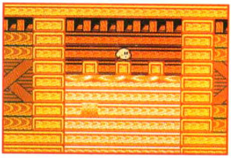
WHERE IS THE SECRET EXIT IN AREA 6-3?

Robyn Kekoa

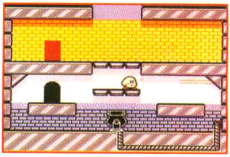
Ignite the bomb in the ship's lower right corner to blow it up, then stand where the bomb was and press Up to go through a secret door. Defeat the sword-wielding enemy in that room, then stand where he was and press Up again to enter another secret door. Inhale the laser enemy there to get laser power, then return to the swordsman's room. Exit through the door on the right and go to the cannon's fuse, which is now under water. Bounce your laser off the wall to light the fuse, then quickly jump into the cannon. When it fires, you'll be launched to the plunger that you can use to open up the secret exit.



Igniting the bomb in the lower right corner will flood the ship's lower levels with water.



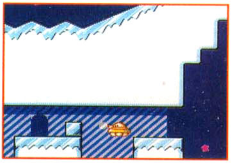
Inhale the laser enemy in the second secret room to get the laser power you need.



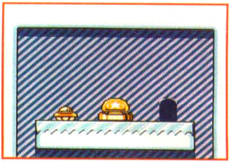
Bounce your laser off the wall to ignite the cannon's fuse, then quickly hop aboard.

HOW DO I REACH THE SECRET EXIT IN 6-6?

Go all the way to the right and through the door. Inhale the flying saucer to get the U.F.O. ability. Now go back through the door you just came through and fly down to the left. When you come to the door that's blocked by bricks, hold B to build up the power of your laser, then use it to break the bricks. Enter the door and hit the plunger to open the secret exit that warps you to the main map.



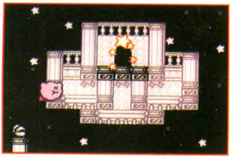
Use your laser to break the blocking bricks.



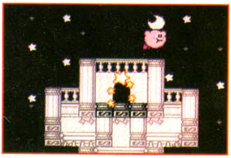
Hit the plunger to open the secret exit.

HOW DO I FIND THE SECRET EXIT IN 7-6?

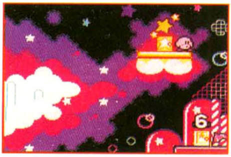
Go all the way to the end of the stage, where you'll see a Star Door. Look above the door, to the right, to find a Moon in the background. Fly up to it. When you're just below the moon, press Up on the Control Pad. You'll enter a secret room that has a plunger. Hit the plunger to open a Warp Star Station on the main map. You can use the Warp Station to travel forward or backward through the stages.



Fly all the way to the end of Stage 7-6. You'll find a Star Door there.



When you're right below the Moon on the upper right, press Up on the Control Pad.



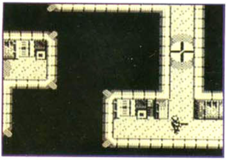
When you hit the plunger and use the secret exit, a Warp Star Station will be on the map.

ALIEN 3

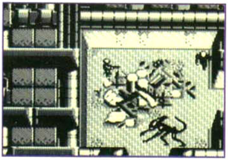
HOW DO I GET THE BLOWTORCH?

Randy Vwich

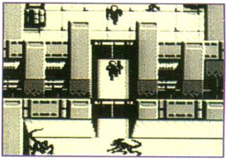
The Blowtorch, which actually looks more like a fire extinguisher, can be used to open doors that are welded shut. It is outside, next to the junk heap. To find it, go through the ventilator shaft on the right. Exit and go down then right. Take the second path that leads up and continue until you reach the junk heap. Stand on the left side and use the SEE command to locate the torch.



While in Area 3, go all the way to the right until you find the door that leads to the outside.



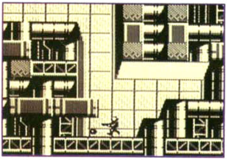
Stand on the left side of the junk heap and use the SEE command to find the Blowtorch.



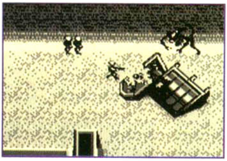
Use the Blowtorch to open doors that have been welded shut. It works like a card key.

WHAT DO I DO WITH BISHOP'S REMAINS?

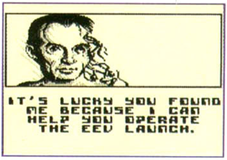
If you have the Tool Kit, you can repair the remains of the android Bishop, who will then give you information about your next goal. The Tool Kit, represented by an open-ended wrench icon, is lying in a hallway in Area 4. Take the kit and Bishop's remains, which you'll find outside next to the spaceship, to your wrecked escape pod, the E.E.V. Go through the library and down through ventilator shaft 3 to get outside. When you repair the remains of Bishop, the android will tell you what you're supposed to do next.



Look for the Tool Kit, which looks like a wrench, at the end of a hallway in Area 4.



You'll find the remains of the android Bishop outside, beside the wrecked spaceship.



IT'S LUCKY YOU FOUND
ME BECAUSE I CAN
HELP YOU OPERATE
THE EEV LAUNCH.

When you repair Bishop's remains, you'll learn about your next goal.

WHEN YOU NEED TO KNOW, CALL THE PROS

NINTENDO POWER

WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

PROJECT REALITY

THE NEXT GENE

WAY PAS

Nintendo has always said that it would introduce new hardware only when it delivered a dramatic improvement for its customers. And as we announced in last month's Pak Watch, the company is going to use Reality Immersion Technology to do just that. Nintendo will team with Silicon Graphics, Inc. (SGI) to produce a completely new, 64-bit video game system that promises to deliver a radically new sense of realism to the game play experience. It's way past cool.

SiliconGraphics

Nintendo®

Way
Past
Cool

Dubbed Project Reality, the new system will produce super realistic 3-D graphics and CD quality audio, and it will operate at record-setting speed. According to Howard Lincoln, Nintendo's senior vice president, "Our work with Silicon Graphics enables us to actually skip a generation by driving straight through to true 64-bit, 3-D video entertainment. 'Project Reality' dissolves the current limits of video play, causing the world to challenge its notion of what a video game can be."

WHY TEAM UP WITH SI

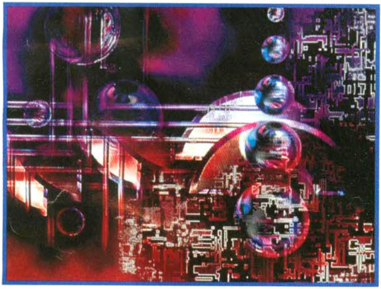
Simply put, SGI is the best in the business. It is the leading manufacturer of high-performance visual computing systems and MIPS Technologies, Inc., its wholly-owned subsidiary, designs and licenses the industry's leading RISC processor technology. Its ability to take powerful RISC architecture and integrate it with digital media technologies is key to making Project Reality happen.

SGI's products have a wide variety of technical and scientific applications. They're used in computer-aided design for purposes such as automotive and aviation design, in scientific fields to analyze satellite data through scientific visualization, in medicine for molecular modeling and computational chemistry, and in the entertainment industry for creating special effects. Pilots are trained with super-realistic flight simulators created by SGI. Automobile designers can create models that are one step from being prototypes. Scientists can reproduce human molecular structure to study diseases. Some of the most notable effects created with SGI workstations are the dinosaurs that stole the show in last summer's blockbuster, Jurassic Park, and the morphing images seen in both T2 and Michael Jackson's Black or White video.

(Photo courtesy of SGI and Richard Szalwinski)

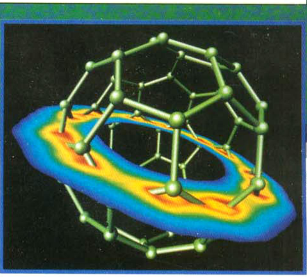
RATION OF VIDEO GAMES IS
T COOL

ICON GRAPHICS?



(Photo courtesy of SGI and Enrico Leoni)

Although applications of SGI's technology have been used primarily in science and technology, its pairing with Nintendo to produce this amazing new system takes its technology to the consumer electronics audience. "People's imaginations are fueled by visual imagery," stated SGI chairman James Clark. "The same principles that enable the world's leading scientists and engineers to visualize complex information will revolutionize video entertainment in the home. Together, Silicon Graphics and Nintendo make a dramatic step forward in this mission."



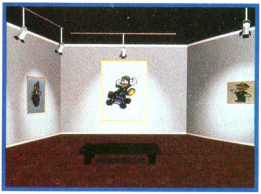
(Photo courtesy of SGI and Cary Sandvig)

ABOUT THE SYSTEM

Development of the system is already underway, so many details are yet to be determined. We do know that its internal hardware will include a version of the MIPS Multimedia Engine, a chip-set consisting of a 64-bit MIPS RISC microprocessor, a graphics co-processor and custom Application Specific Integrated Circuits (ASICs). What this adds up to is realistic 3-D graphics, CD quality sound, a record-setting clock speed of more than 100 MHz and high-resolution display that exceeds NTSC and PAL standards—it will be compatible with the HDTVs of the future.

Special use of the 64-bit MIPS architecture in the MIPS Multimedia Engine, which can handle truly real-time graphics, audio and video, will result in a game-play experience with a dramatically new sense of realism. The Project Reality central microprocessor performs at speeds five to ten times faster than today's top of the line desktop computers: It can handle more than 100 MIPS (Millions of Instructions Per Second) and 100 MFLOPS (Millions of Floating-Point Operations Per Second).

(Photo courtesy of SGI and Richard Szalwinski)



MIPS technology makes it possible for characters to move with realism unlike anything we've seen before. In today's generation of games, programmers create animation by manipulating combinations of relatively simple sprites. They might, for instance, make a series of arm position sprites to make the arm look like it's throwing something. Generally, each character will have just one way to jump, run or punch because the number of different movements a character can make is determined by the number of sprites available, and sprites use a lot of memory.

Using MIPS technology, programmers can use movement instructions instead of sprites to create animated figures that move fluidly. If sprite animation is a toy figure with replaceable arms and interchangeable moving parts, animation by movement instructions is a totally flexible toy figure that can bend seamlessly into many shapes. Movement instructions are mathematical descriptions of the action, and by combining sets of instructions programmers can create complex movement, such as pulling off a turn-around jump shot or running and diving for home base, in truly realistic motion. Characters will be able to have a great variety of moves and facial expressions that can be dictated by the circumstances in the game. The net effect is a flexible, more natural looking action. We've already seen the smoothness of the graphics made possible by Silicon Graphics; adapting their technology to Nintendo game characters will be a natural step.

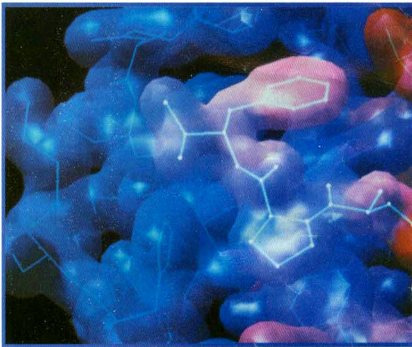
The system will be able to generate more than 100,000 polygons per second and will use real-time, anti-aliased 3-D Texture Mapping to achieve its amazingly dimensional and seamless graphics. All told, Reality Immersion Technology represents a new generation of video entertainment capable of creating infinitely evolving worlds that instantly and continuously react to the commands of individual players.

If you're thinking that Reality Immersion Technology sounds exciting but impossibly expensive, think less than $250. That's the price range Nintendo hopes to tag on the new system. When you compare that to less advanced systems such as the 32-bit 3DO that comes with a price tag of $700 and Sega's newly announced 32-bit system that it plans to sell for $500, you may wonder how Nintendo can price its new system so low. Affordable fun has always been a priority for Nintendo. Historically, Nintendo has been able to introduce products at amazingly low prices. For example, when the NES was introduced at $125 in 1985, it had the same processing capability as the Apple II computer, which sold for $2500. Part of the explanation is numbers: selling lots of systems, as Nintendo has in the past with the NES, Game Boy and Super NES, drives the cost of the individual units down. Another factor is that video games are sold without monitors, which can quickly add to the cost of a desktop computer.

The hardware for the system will be manufactured by Nintendo, using technology from SGI, but it's far too early to say what it will look like or whether it will be cartridge or CD based. Developers and third-party licensees will be kept up-to-date on the system's progress. An arcade version of Project Reality will be out in 1994. By the time the home version comes out in 1995, there should be a ready library of first-rate software for the system.

THE FUTURE OF VIDEO

Project Reality is a high-end system that is an addition to, not replacement for, Nintendo's other video game systems, which still have great potential for growth and which will continue to have Nintendo's complete support. This year, in fact, Nintendo released a sleek, new version of the original NES, a version compatible with the millions of NES games in homes across the country. Game Boy continues to enjoy tremendous popularity, especially with popular titles such as the recently released The Legend of Zelda: Link's Awakening. And the Super NES library continues to expand with great games made possible by Mode 7 and the Super FX chip. A new, faster Super FX chip, one that operates at 21 MHz as opposed to the 10.5 MHz speed of the first one, will be used in future games. Engineers are also constantly working on new memory compression techniques to pack



Pictured here is the active site of a molecule, showing scientists visually where bonding with other molecules takes place. This makes it possible for scientists to study thousands of possible shapes of molecules interactively.

(Photo courtesy of SGI and Gemini Technology Corporation)

(Photo courtesy of SGI and Jim Tucker)

The single step of the morphing process shown here was created using an SGI workstation.

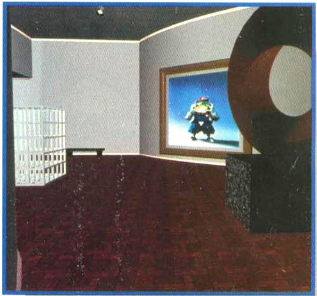
(SGI)

The Super Mario Bros. and friends stand out on the dramatic background rendered by SGI.

(Photo courtesy of SGI and the Computer Graphics Lab at the University of California at San Francisco and the UCSF Howard Hughes Medical Institute.)

more into each Game Pak.

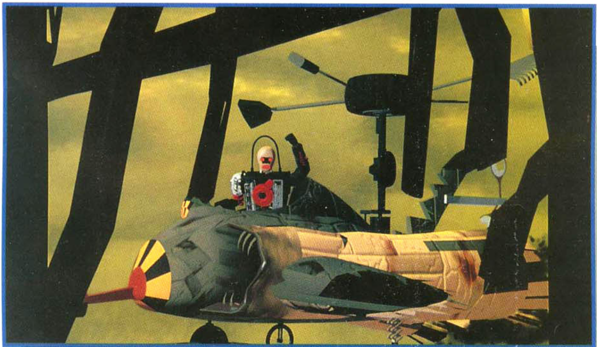
The computer electronics industry has evolved rapidly, which makes some players wonder if they should wait to see what's coming next before they buy. Keep in mind that the bottom line is fun. If you had passed on the NES because you heard in early 1991 that the Super NES was on its way, you would have missed out on Super Mario Bros. 3, the biggest selling game of all time. In a dynamic industry like this, there will always be tempting new products on the horizon. Just think what you would miss if you were always waiting for the next great thing to come along: You'd end up waiting, period.



(SGI)

A fully dimensional art gallery displays the image of Star Fox's Slippy, a perfect subject for an SGI portrait.

These F-16 fighters fly in formation over textured and fog-shrouded terrain created using SGI's PowerVision System.

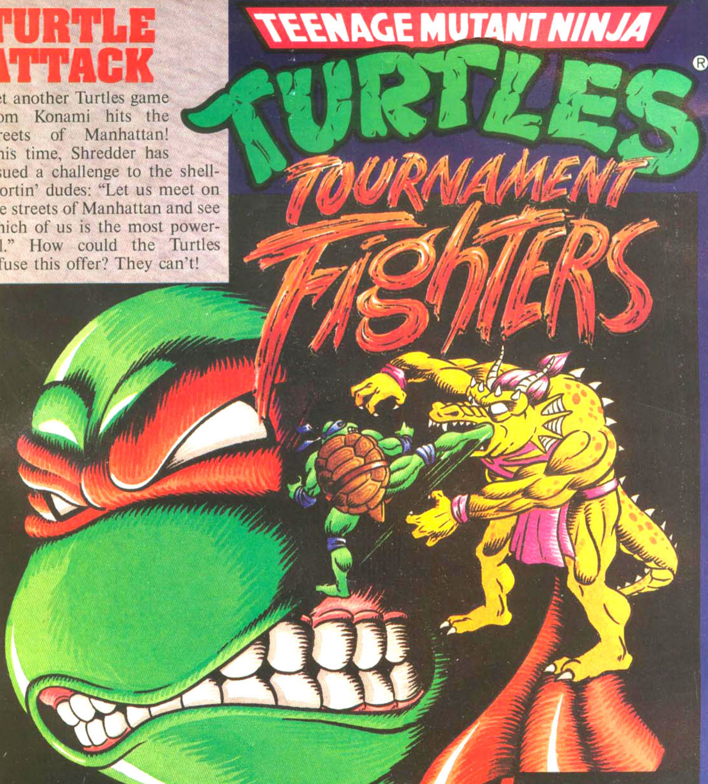


(Photo courtesy of SGI and Marcia Dietrich)

Animation for the Incredible Crash Dummies television show was created using SGI technology. Here, a Junkcopter comes to life.

TURTLE ATTACK

Yet another Turtles game from Konami hits the streets of Manhattan! This time, Shredder has issued a challenge to the shell-sportin' dudes: "Let us meet on the streets of Manhattan and see which of us is the most powerful." How could the Turtles refuse this offer? They can't!

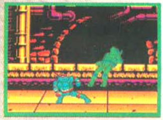


GET TOUGH TURTLES!

After receiving Shredder's supreme challenge, the Turtles and Casey Jones begin to argue about which one of them will take on Shredder. A deal is struck after Leonardo pipes up and suggests that a tournament should be held to determine exactly who gets the honor of battling the Turtles' arch-enemy. It'll be a rough 'n tumble, free-for-all brawl, but with one stipulation: no weapons for the Turtles! A true street fight. The Turtles will fight amongst themselves first and then the winner will take on Casey Jones and Hot Head, before battlin the Foot Clan king pin.

"This is April O'Neil reporting live from Manhattan. The Turtles are getting geared up for a confrontation with Shredder. Stay tuned."

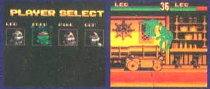
Teenage Mutant Ninja Turtles ® © Mirage Studios, USA.



A NEW SHELL GAME

If you're looking for a standard TMNT side-scrolling action game, this isn't it. Keep looking. However, if you are looking for an action-packed street fighting NES game in the same vein as, not to mention any names—SF II, then bring this game home with you. Like other street fighting games, you can choose which character to fight as. Each fighter has his own abilities, too.

STORY MODE

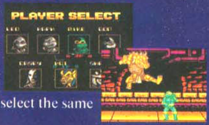


In the Story Mode, you'll select one of the four Turtles to fight as. The tourney will begin and you'll face off with your Turtle bros. If you manage to kick shell a few times, you'll move on to Casey Jones, Hot Head and, finally, Shredder.

VS. CPU

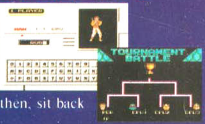
The CPU, AKA "the computer," challenges your chosen fighter to a duel. Depending on the difficulty level of the game that you set on the option screen, your matches can be easy or extremely challenging.

VS. PLAYER



Choose your favorite character and go head-to-head with a friend in the VS. Player Mode. With the exception of Hot Head, each player can select the same character.

TOURNAMENT

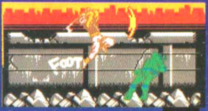


This single-elimination tournament allows up to four players to compete with two players fighting at a time. You can choose four CPU fighters too, then, sit back and watch the action!

FIGHTING TIPS

As mentioned before, each character in the game has different abilities. That goes for Special Attacks, too! There is a different Controller function for every Special Attack move. Unlike other street fighting games, no two characters are the same in this respect. Study each fighter on the following pages to learn what his best moves and strategies are.

SPECIAL ATTACKS

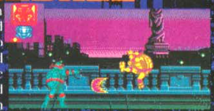


Casey Jones is the only competitor that uses a weapon. The Turtles conceded him the use of his hockey stick. If you have enough time to set up and execute a Special Attack move . . . do it!

BLOCKING

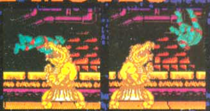
Blocking is a skill that does not come quickly. Granted, it is easy to do, but knowing when to block can be a critical issue if you want to progress very far in the Tournament. It can really save your shell!

FIREBALL



Stand over the Item that Splinter drops and press the B Button to pick it up. Press and hold Down, roll the Control Pad toward your opponent and then press B to throw a Fireball. Pick it up a few times!

INSIDE MOVES



Close hand-to-hand combat is what the Turtles and their pals love. They thrive on it! Each character has a throw move that will score heavy damage against his opponent. Use these moves as often as possible.

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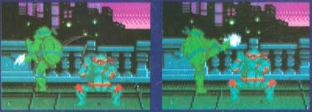
LEONARDO

"LET'S ROCK, DUDES! FOLLOW ME!"

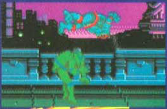
Even though he's the leader of the Turtle tribe, Leonardo's power isn't as great as some of the other tournament fighters. Nonetheless, his techniques are very good, especially the Tornado Spinning Kick.

TORNADO SPINNING KICK



This move is really great! To execute it, press and hold Down, roll the Control Pad away from your opponent and then press the A Button.

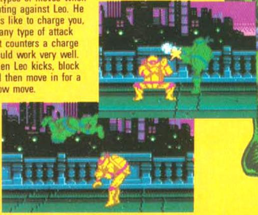
SHOULDER THROW



At close range, Leo can grab his opponent and throw him over his shoulder if you press the B Button. Throw moves are fantastic finishing moves if you can work them in.

VS. LEO

Because he's a Ninja expert, you have to watch out for all types of moves when fighting against Leo. He does like to charge you, so any type of attack that counters a charge should work very well. When Leo kicks, block and then move in for a throw move.

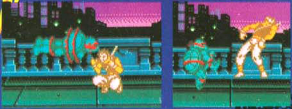


RAPHAEL

"ATTITUDE IS EVERYTHING"

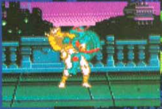
When this Turtle gets cranky, he'll let you know it! One of his favorite moves is to bite you! He'd much rather sink his sharp teeth into his opponent than throw him. Often considered a loner, Raphael jumped at the chance to join his buddies in a tournament showdown to see who gets the chance to tangle with Shredder.

TURTLE DRILL



Press and hold the Control Pad Down/Away from your opponent then press toward them plus the B Button to execute the Turtle Drill.

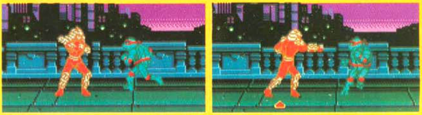
TURTLE BITE



Jump on your rival and quickly press the B Button for the Turtle Bite.

VS. RAPH

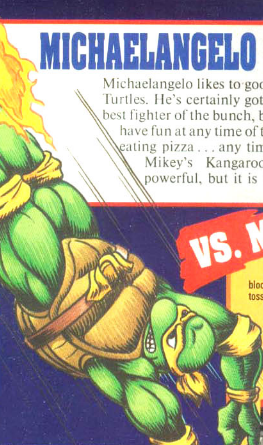
Raphael likes to use his Turtle Drill attack if you jump toward him. When you are about to land, you're vulnerable to this potent attack. If he uses the Turtle Drill while you are approaching on the ground or setting up a move of your own, put up a block quickly to save yourself.



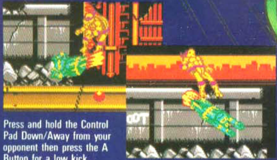
MICHAELANGELO

"FIGHT? AFTER I FINISH MY PIZZA!"

Michaelangelo likes to goof off more than the other Turtles. He's certainly got the talent to become the best fighter of the bunch, but he enjoys being able to have fun at any time of the day. The same goes for eating pizza . . . any time of the day is just fine! Mikey's Kangaroo Kick isn't extremely powerful, but it is versatile.



KANGAROO KICK

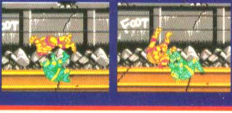


Press and hold the Control Pad Down/Away from your opponent then press the A Button for a low kick.

For a high Kangaroo Kick, use the B Button instead of the A Button.

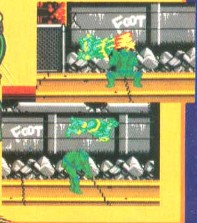
SOMERSAULT THROW

A simply brilliant move, Mikey's Somersault throw sees him moving close to and grabbing hold of his opponent. From this position, he rolls backward and tosses them to the ground.



VS. MIKEY

Mikey's Kangaroo Kick can last for a couple of seconds, so don't let your block down until he lands. Once he does, toss him with your own throw move.

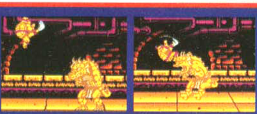


DONATELLO

"HA! I'LL OUTSMART EVERYONE!"

Donatello isn't as strong as other fighters in the tournament, but he has one special advantage on his side: he can outsmart them! He's figured out a way to make his Heel Drop special attack move very easy to execute. If you're smart like Don, you'll also be able to figure out the best times to use it.

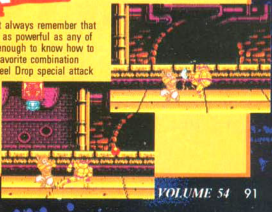
HEEL DROP



The Heel Drop is extremely easy to accomplish! Press and hold Down on the Control Pad and then press Up plus the A Button to complete the gnarly move. It's best used if your rival is on the move toward you.

VS. DON

You must always remember that even though Donatello isn't as powerful as any of the other fighters, he is clever enough to know how to attack for maximum impact. A favorite combination move of his is to execute the Heel Drop special attack and then follow it up immediately with a low kick. The low kick acts like a foot sweep move. Your best defense is to block the potent combo or jump back out of the way.

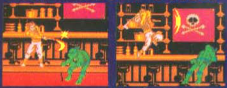


"WATCH OUT! I'LL *STICK* IT TO YA!"

CASEY

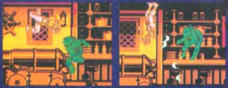
Casey is the only contestant in the tournament that gets to wield a weapon. Even though it's just a wooden hockey stick, he can cause a fairly decent amount of damage with it. It's a wonder that the other fighters don't protest its use. After all, it was supposed to be hand-to-hand combat only.

SOMERSAULT STICK



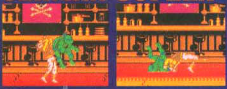
Press and hold the Control Pad Down and then press Up plus the B Button to complete the potent Somersault Stick special attack move. Smack!

SPIRAL ATTACK



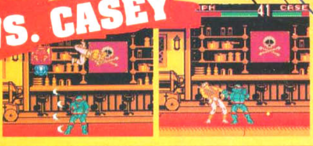
Press Toward, Down, and then Away from your opponent plus the B Button to execute the Spiral Attack. Blast your opponent with a wave of power!

GERMAN SUPLEX



This throw move ends with a bone-jarring body slam. Move close to your rival and then press the B Button to grab and throw them painfully to the ground.

VS. CASEY



Casey likes to send his Spiral Attack move your way. Block the wave and then turn around because he will have jumped over you in preparation for another attack.

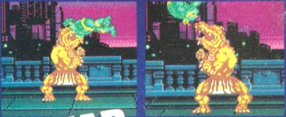
"THAT GARLIC IS SOMETHING ELSE!"

HOT HEAD

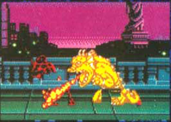
His days as a fireman are long gone now, but Hot Head still has to deal with fire. He breathes it. His body was mysteriously taken over by the spirit of an ancient Samurai dragon. He is the largest competitor in the tournament. You can't fight as Hot Head vs. Hot Head because the dragon spirit won't allow such a battle to take place.

BITING THROW

Hot Head prefers to grab his opponents with his powerful jaws when he tosses them across the room. He figures he can do more damage that way. He's probably right!



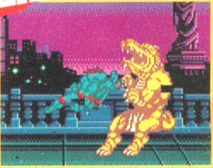
FIRE BREATH



To put the heat on your opponent, press Down, and then roll the Control Pad up Toward your opponent and press the A Button. If the flame connects with your rival, it will send them flying ... and frying! It's a truly powerful tactic.

VS. HOTHEAD

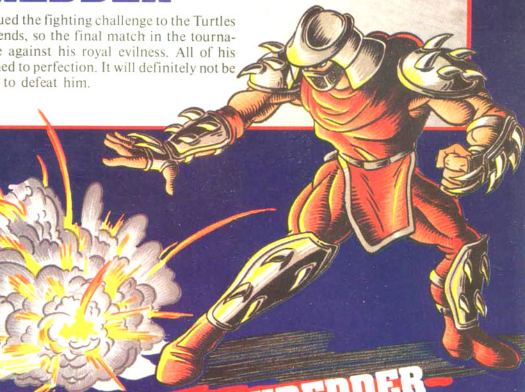
Hot Head isn't fast, but he is persistent. And since he's so big, your attacks don't have the ability to back him up very much. Use your special attack moves on the giant dragon. They deliver the most impact and that's what you're going to need if you want to survive. Try not to move in too close to Hot Head. His breath is awful!



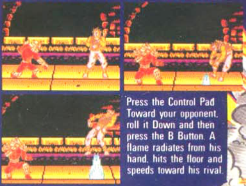
SHREDDER

"PREPARE TO BE SHREDDED!"

Shredder issued the fighting challenge to the Turtles and their friends, so the final match in the tournament will be against his royal evilness. All of his skills are honed to perfection. It will definitely not be an easy task to defeat him.

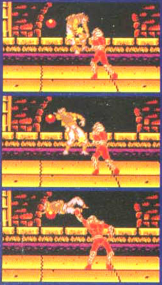


BURST ATTACK



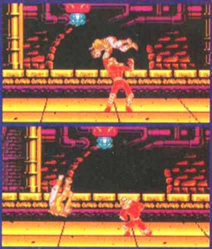
Press the Control Pad Toward your opponent, roll it Down and then press the B Button. A flame radiates from his hand, hits the floor and speeds toward his rival.

EXPLOSION PUNCH



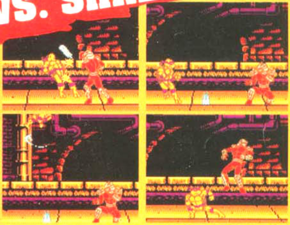
A simple, yet effective tactic, the Explosion Punch can be executed by pressing the B Button repeatedly.

HIKOKI THROW



A stunningly quick move, Shredder will powerfully throw his opponent all of the way across the screen with the Hikoki Throw.

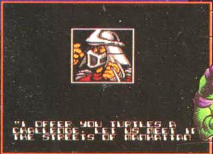
VS. SHREDDER



Even if you block the Explosion Punch, Shredder may break through. Jump over his Burst Attack and prepare an attack for him while you are in the air. Donatello loves to bestow his Heel Drop upon Shredder and then follow it up with a foot-sweeping low kick.

TOURNAMENT UPDATE

"April O'Neil here with an update on the tournament. Shredder still considers himself to be the best fighter, but a clear winner has yet to be decided even though there have been many battles. To make the decision, we'll have to get some input from the game playing population out there. Come on down and join in on the action!"



"I OFFER YOU TURTLES A CHALLENGE. LET US MEET I
THE STREETS OF MANHATTAN"

THE BATTLE RAGES ON . . .

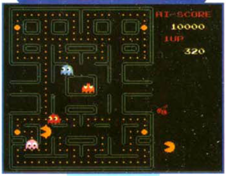
THE PACS
PAC-MAN
TM

The original big eater of video games arrives in style for his first official NES game. All the munching action that made Pac-Man an arcade hit, is in this Game Pak. If you are one of the millions of players that loved chasing ghosts, grab your Controller and start munching!

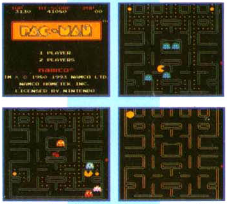
THE CLASSICS RETURN

Namco finally answers the pleas of NES players around the country by bringing out two new games for the NES; Pac-Man and Ms. Pac-Man. Pac-Man for the NES includes all the elements that made it popular in the arcades during the early '80s. The object of the game is simple and fun; gobble up all the dots before the ghosts get you. After a few stages, most players are going to find themselves hooked, chomping endlessly to higher and higher scores. Ms. Pac-Man is basically the same game as Pac-Man, but with a few new tricks thrown in for an added challenge. The mazes change, the fruit moves, and ghosts are even faster than before. If you can finish the later levels, the game reveals an entirely new story line that follows the relationship of the entire Pac-Family.

PAC-MAN

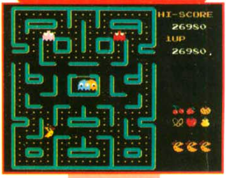


In the early stages, players are going to have an easy time gobbling up all the dots, but as the game progresses, the ghosts get faster and faster. Finishing the later stage of the game is a challenge.

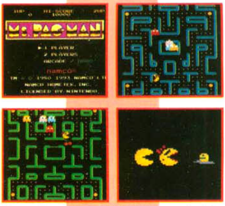


Pac-Man offers either one or two-player action for the NES. When playing a two-player game, each player will alternate, taking a turn at muching dots.

MS. PAC-MAN



If you have already mastered the first Pac-Man, then this game is for you. Every time you finish a couple of stages, an entirely new maze appears.



You may know how to avoid the bad guys on the first maze, but mastering a new maze with a fast moving ghost on your tail is tough. As if this isn't tricky enough, the bonus fruit bounce all over the place!

ARE BACK!

© 1980, 1993 Namco Ltd., Namco Hometek, Inc.

Ms. PAC-MAN™

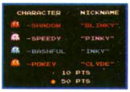
It's like the original—with a twist! Ms. Pac-Man thrills players of all ages with the same munching action of Pac-Man, but offers a variety of mazes. If the first Pac-Man is too easy, try this game for a new exciting challenge.

BACK TO BASICS

The best way to score big in either of the Pac-Man games is knowing the basics. Both of the games have these same elements in them so study hard before you start playing. With a little practice you should be able to roll in the really high scores!

GHOSTLY FOES

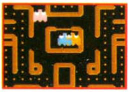
All of the ghosts have their own personality, and it pays to remember them. Shadow is the trickiest and will hunt you down and trap you in a corner. Speedy is the fastest of the ghosts and can outrun you anytime.



CHARACTER	NICKNAME
-SHADOW	"BLINKY"
-SPEEDY	"PINKY"
-BASHFUL	"INKY"
-POKEY	"CLYDE"

· 10 PTS
● 50 PTS

Each ghost's personality is revealed by his name. It's good to know how each one reacts.

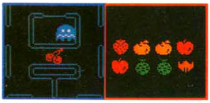


Remember that all the ghosts will return to their hideout after you munch them.

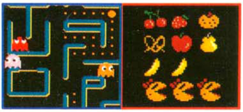
First Ghost	200pts
Second Ghost	400pts
Third Ghost	800pts
Fourth Ghost	1,600pts

TASTY PRIZES

As the levels get harder, the Bonus Fruit becomes more and more valuable. The fruit seen earlier in the game may not be worth much, but it is good practice to grab them. Every level contains two Bonus Fruits.



The Bonus Fruit in Pac-Man will always appear in the center of the screen. The first will appear after eating 58 dots, the second after munching 137 of them.



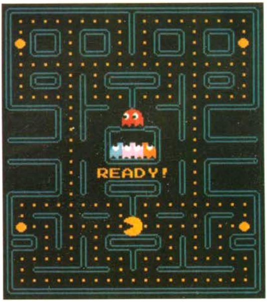
The Bonus Fruit in Ms. Pac-Man is a little trickier to eat. When it appears, it will start bouncing around the screen. If you can't catch it, you're out of luck.

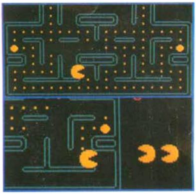
PAC-MAN TECHNIQUES

With a little practice, you can use these special techniques to help avoid the ghosts and access the later levels of either of the games. Don't forget that the ghosts move faster when you get further in the game, so you will need to think fast. These are only a few of the tricks you can use to master the game.

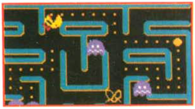
EATING ORDER

When you start chomping down the dots on a new level, try to clear all the dots out of one of the corners before you move to a new area. Dots that are left behind can be trouble later.





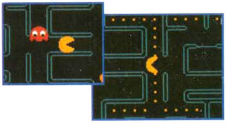
Clear out one of the corners before you move to the next area of the maze.



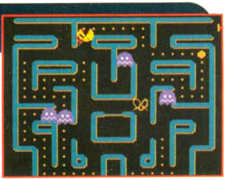
In Ms. Pac-Man, make sure you clear out the dead ends when the ghosts aren't looking.

TUNNEL WARPING

Keeping an eye on the other side of the tunnels can get you out of a tricky spot. When you go through the tunnel you will move at normal speed, but the ghost will slow down. If the ghosts are close on your tail, lead them in here. Watch out! Even though they are moving slow, they can block off both ends of the tunnel.



Escape the fast moving ghosts by running into the tunnel. They will slow down, letting you get away.

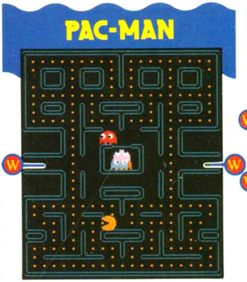


The mazes in Ms. Pac-Man offer you more chances to escape with up to four warp tunnels in a maze.

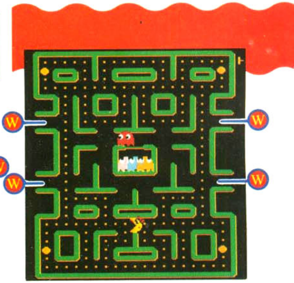
PAC-MAPS LINE-UP

If you play any of the Pac-Man games long enough, you will know these mazes by heart. The Power Dots are always going to be hidden in the four corners of the maze, but the paths to the dots are going to be different with each different maze. Having the same maze on every stage of the original Pac-Man may seem a little boring, but it makes it really easy to remember where to run!

Ⓦ —Warp Tunnel



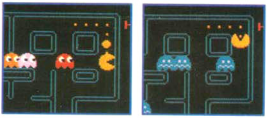
After you play the first few stages of Pac-Man, you will know this maze like the back of your hand. Don't forget about the Warp Tunnels!



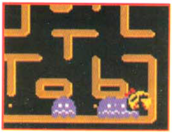
The first maze in Ms. Pac-Man has four Warp Tunnels and very few dead ends. This maze should be a breeze for most players.

POWER DOTS

The biggest strategy in both Pac-Man games lies in the eating of the Power Dots. The timing behind eating them is crucial. If you eat a Power Dot too early, you will waste an important Power-Up as well as lots of extra points. If you eat it too late, you may lose a life.



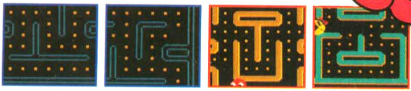
Wait until the ghosts are following you before you munch the Power Dot. After eating it, you can grab all the ghosts.



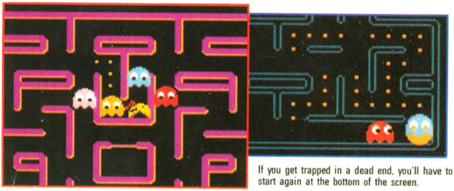
Catching all the ghosts at the same time can really boost your score!

DANGEROUS CORNERS

When you clear out a maze, it is very important to watch the dangerous corners. If you enter one when a ghost is too close, you may find yourself trapped without an exit. Don't enter if a ghost is near!



Look both ways for ghosts before you enter these dangerous areas, or you may get trapped.

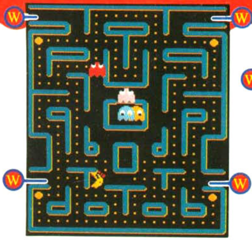


If you get trapped in a dead end, you'll have to start again at the bottom of the screen.

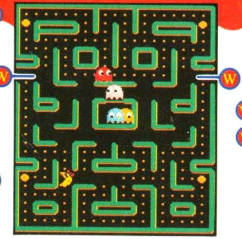
Another great way to clear out on of the tricky area is eating a Power Dot before you enter. You may not get all the points, but the ghosts won't get you either!

GOOD LUCK!

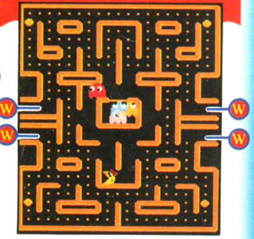
MS. PAC-MAN



The Warp Tunnels are placed up in the corner on the second maze in Ms. Pac-Man. Watch out for the long passages on the sides.



There are only two Warp Tunnels on the third maze, and they are too short to slow down the ghosts for very long. Don't get trapped in the box.



All four of the Warp Tunnels are close together this time. Don't get caught by a ghost going through one tunnel when you are in the other!

PLAYER'S POLL CONTEST

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PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Have you ever had your NES, Game Boy, or Super NES repaired at a local authorized service center?
1. Yes
2. No
3. I didn't know I could.

B. Do you ever call the Nintendo Game Play Counselors?
1. All the time.
2. Occasionally.
3. Only if I'm really stuck.
4. I never call for help.

C. If you do get stuck in a game, where do you turn for help?
1. I look for help in magazines.
2. I call the Game Play Counselors.
3. I ask a friend.
4. I quit playing the game.

D. How old are you?
1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex
1. Male
2. Female

F. What three games are on your Holiday wish list?

G. Please indicate, in order of preference, your five favorite Super NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite NES games.

J. Trivia Test: If a Velociraptor has 934 teeth, how many teeth does a pack of five have?

Answers to the Player's Poll - Volume 54

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Please answer by circling the numbers that correspond to the survey questions above.

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C. 1 2 3 4 **D. 1 2 3 4 5 6** **E. 1 2**

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J. Trivia Answer: ____

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4. Aero the Acro-bat
5. Alien³
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8. Battletoads in Battlemaniacs
9. B.O.B.
10. Bubsy in Claws Encounters of the Furred Kind
11. Bulls vs. Blazers and the NBA Playoffs
12. Contra III: The Alien Wars
13. Cool Spot
14. Cybernator
15. Desert Strike
16. Equinox
17. E.V.O.: The Search for Eden
18. Family Dog
19. Family Feud
20. Final Fantasy II
21. Final Fantasy Mystic Quest
22. Final Fight
23. Final Fight 2
24. F-Zero
25. Goof Troop
26. Hit the Ice
27. Inindo: Way of the Ninja
28. Jimmy Connors' Pro Tennis Tour
29. John Madden's Football '93
30. Jurassic Park
31. The Legend of Zelda: A Link to the Past
32. Lord of the Rings
33. The Lost Vikings
34. The Magical Quest Starring Mickey Mouse
35. Mario's Missing
36. Mario Paint
37. Mech Warrior
38. Monopoly
39. Mortal Kombat
40. NBA All-Star Challenge
41. NCAA Basketball
42. NFL Football
43. NHLPA Hockey '93
44. Nigel Mansell's World Championship
45. Pak-Attack
46. Pilotwings
47. Plok
48. Pocky & Rocky
49. Road Runner's Death Valley Rally
50. Rock & Roll Racing
51. Rocky & Bullwinkle
52. Run Saber
53. The Secret of Mana
54. The Seventh Saga
55. Shadowrun
56. Shanghai II
57. SimAnt
58. SimCity
59. SimEarth
60. The Simpsons: Bart's Nightmare
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65. Street Fighter II: The World Warrior
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67. Super Bomberman
68. Super Castlevania IV
69. Super Conflict
70. Super Empire Strikes Back
71. Super Ghouls & Ghosts
72. Super High Impact
73. Super Mario All-Stars
74. Super Mario Kart
75. Super Mario World
76. Super NBA Basketball
77. Super Slam Dunk
78. Super Smash TV
79. Super Star Wars
80. Super Strike Eagle
81. Super Turrican
82. T2: Judgment Day
83. Taz-mania
84. Tiny Toon Adventures — Buster Busts Loose
85. TMNT IV: Turtles in Time
86. Top Gear
87. Troddlers
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92. WWF Royal Rumble
93. Yoshi's Cookie
94. Zombies Ate My Neighbors

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95. Alien³
96. Baseball
97. Batman: Return of the Joker
98. Battletoads
99. Battletoads in Ragnarok's World
100. Bonk's Adventure
101. Bionic Commando
102. Bubble Bobble 2
103. Caesars Palace
104. Castlevania II: Belmont's Revenge
105. Darkwing Duck
106. Dr. Mario
107. F-1 Race
108. Faceball 2000
109. Felix the Cat
110. Final Fantasy Adventure
111. Final Fantasy Legend
112. Final Fantasy Legend II
113. Final Fantasy Legend III
114. Gargoyle's Quest II
115. Gear Works
116. Golf
117. Home Alone 2
118. Jurassic Park
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124. Looney Tunes
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126. Mega Man II
127. Mega Man III
128. Metriod II: Return of Samus
129. Monopoly
130. Mortal Kombat
131. NBA Challenge 2
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134. Paperboy
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162. Battleship
163. Battletoads
164. Battletoads and Double Dragon
165. Blades of Steel
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167. Caesars Palace
168. Casino Kid 2
169. Castlevania III — Dracula's Curse
170. Crystalis
171. Darkwing Duck
172. Disney's DuckTales
173. Disney's DuckTales 2
174. Double Dragon III
175. Dragon Warrior
176. Dragon Warrior II
177. Dragon Warrior III
178. Dragon Warrior IV
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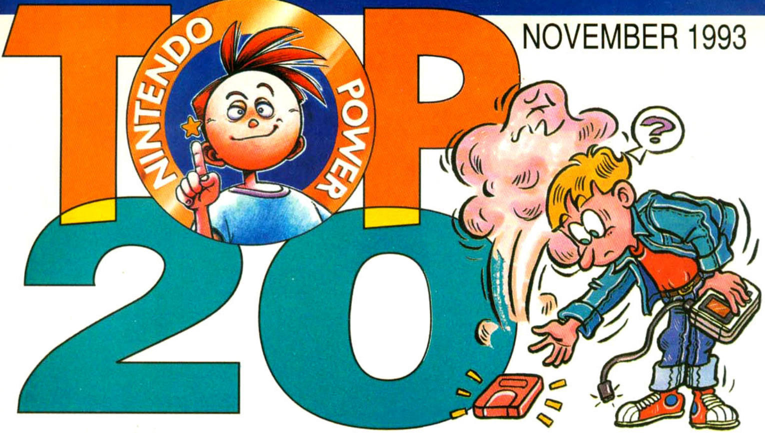


NOVEMBER 1993

Street Fighter II Turbo has knocked its predecessor out of the top spot and into fourth. If you check out the great graphics and the new moves, you'll see why! Link is gaining on the number one Game Boy spot this month. Will Mario hold on to it next month? We'll see!

SUPER NES

1 21,935 POINTS
3 MONTHS

STREET FIGHTER II TURBO

There is a new boss in town! Actually, there are four bosses, and Street Fighter II Turbo has them. You've got to try all the new moves.

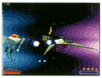
2 17,154 POINTS
23 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST

Zelda is lost in the Dark World and only Link can save her. Grab your sword and join the adventure.

3 12,274 POINTS
8 MONTHS

STAR FOX



It's tough to beat the evil Andross, but Fox McCloud will try again with his powerful Arwing.

4 10,882 POINTS

STREET FIGHTER II

The original Street Fighter II slips to number four this month, but it's still going strong.

5 10,569 POINTS

SUPER MARIO KART

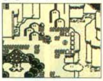
Take Mario and the gang for another lap around the track. Big race action!

6	6,689 POINTS	MARIO PAINT
7	6,152 POINTS	ALIEN^3
8	4,631 POINTS	WWF ROYAL RUMBLE
9	4,534 POINTS	FINAL FANTASY II
10	3,915 POINTS	SUPER MARIO ALL-STARS
11	3,861 POINTS	SHANGHAI 2: DRAGON'S EYE
12	3,546 POINTS	SUPER STAR WARS
13	3,456 POINTS	SIMCITY
14	3,453 POINTS	MARIO IS MISSING
15	3,392 POINTS	BATTLETOADS IN BATTLEMANIACS
16	3,198 POINTS	SHADOWRUN
17	3,074 POINTS	SUPER MARIO WORLD
18	2,892 POINTS	ZOMBIES ATE MY NEIGHBORS
19	2,691 POINTS	BATMAN RETURNS
20	2,505 POINTS	CONTRA III: THE ALIEN WARS

GAME BOY

1 21,095 POINTS
14 MONTHS

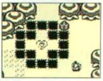
SUPER MARIO LAND 2- 6 GOLDEN COINS



Mario's second Game Boy adventure is still the biggest hit on the Game Boy charts. Can you beat Wario?

2 18,711 POINTS
7 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING



Link's quest to wake the Wind Fish has gotten the players' votes this month.

3 15,431 POINTS
10 MONTHS

KIRBY'S DREAM LAND

Kirby is holding strong on the charts this month. His first game is popular with players of all ages!

4 12,819 POINTS

SUPER MARIO LAND

Mario takes on all the competition in his first Game Boy adventure. Experience the fun again!

5 11,551 POINTS

METROID II: RETURN OF SAMUS

The Mother Metroid awaits in the dark abyss of the planet. Will she defeat you?

6	9,148 POINTS	TETRIS
7	5,395 POINTS	DR. MARIO
8	4,600 POINTS	FINAL FANTASY ADVENTURE
9	4,416 POINTS	ALIEN^3
10	4,326 POINTS	FACEBALL 2000
11	3,737 POINTS	MEGA MAN III
12	3,443 POINTS	MEGA MAN II
13	3,437 POINTS	THE REN & STIMPY SHOW
14	3,342 POINTS	STAR TREK: THE NEXT GENERATION
15	2,862 POINTS	F-1 RACE
16	2,853 POINTS	BATTLETOADS
17	2,810 POINTS	PRINCE OF PERSIA
18	2,594 POINTS	FINAL FANTASY LEGEND II
19	2,541 POINTS	YOSHI'S COOKIE
20	2,403 POINTS	GOLF

NES

1 12,557 POINTS
4 MONTHS

KIRBY'S ADVENTURE

The great and powerful Kirby has taken the top spot with his NES adventure.

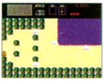
2 11,247 POINTS
49 MONTHS

SUPER MARIO BROS. 3

Who hasn't played Mario's greatest NES adventure? Everybody loves this guy, except for King Koopa!

3 10,885 POINTS
62 MONTHS

THE LEGEND OF ZELDA



This is the game that started it all! Link takes on the evil Ganon for the first time in this game.

4 7,585 POINTS

MEGA MAN V

Watch out Dr. Wily! Here comes that little blue warrior to get you again!

5 6,693 POINTS

FINAL FANTASY

The powerful Chaos has taken over the world, and only you can stop him.

6	6,675 POINTS	JURASSIC PARK
7	6,130 POINTS	DR. MARIO
8	5,883 POINTS	TECMO SUPER BOWL
9	5,563 POINTS	BATTLETOADS & DOUBLE DRAGON THE ULTIMATE TEAM
10	5,463 POINTS	METROID
11	5,248 POINTS	TETRIS
12	5,185 POINTS	BATTLETOADS
13	4,680 POINTS	NES OPEN TOURNAMENT GOLF
14	4,357 POINTS	MEGA MAN
15	4,179 POINTS	MEGA MAN IV
16	3,906 POINTS	SUPER MARIO BROS. 2
17	3,536 POINTS	MEGA MAN III
18	3,328 POINTS	TECMO NBA BASKETBALL
19	3,288 POINTS	BASEBALL STARS
20	3,260 POINTS	ZELDA II: THE ADVENTURE OF LINK

NOW PLAYING

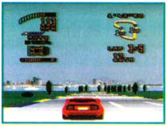
NOVEMBER 1993

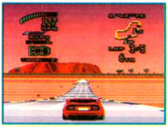
LOOK FOR THESE RELEASES SOON

TOP GEAR 2

Company	**Kemco**
Suggested Retail Price	**$59.95**
Release Date	**November 1993**
Memory Size	**8 Megabits**
Game Type	**One or two-player racing**

The first Super NES split screen racing game has grown up in this sequel. Expect the same fast action and even better graphics. There's an international racing circuit with passwords for when you're not playing the two-player option. Get up to speed with the review in this month's Sports Scene column.





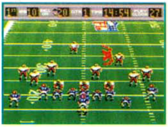
+ Good graphics, especially some of the 3D effects. Fun for one or two players. Passwords.

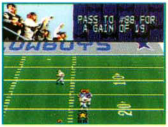
− Not terribly challenging.

MADDEN NFL '94

Company	**Electronic Arts**
Suggested Retail Price	**$59.95**
Release Date	**November 1993**
Memory Size	**8 Megabits**
Game Type	**Football for one or two players**

Coach and commentator John Madden puts his name on another gridiron winner from Electronic Arts. This reincarnation of last year's excellent Madden '93 has most of the same features plus some hot new options including a password to restore season play. The game also includes more super teams from past NFL campaigns than in the previous game and All-Madden teams. Excellent digitized voices and pictures, team strength meters, field conditions, instant replay, stats on command and presetting audibles are just some of the features. Get into the game with this month's Sports Scene review.





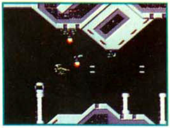
+ Good play control and a wide selection of play choices. The best defensive control of any football game. Full season option with password. Fun and involving with all the depth a football fanatic demands and the ease of play for everyone else.

− Limited substitution of players.

SUPER NOVA

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**November 1993**
Memory Size	**8 Megabits**
Game Type	**Space shooter**

Mankind is threatened once more by invaders from some blood-thirsty region of the galaxy and for some reason only one Earth ship is available for the defense of the planet. This is a scrolling space shooter with endless enemy attacks, lots of Power-Ups and three ship configurations. Since there's no password, only your own agility will carry you through to the final combat against the alien Belsea.



+ Fans of Gradius III and Super R-Type might have some fun with this game in spite of its lack of novelty.

− Enemies move in simple patterns. The major challenge is one of memorization, not strategy.

THE JOURNEY HOME

Company	Renovation
Suggested Retail Price	$59.99
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Adventure

Duke must journey homeward to Nogal, but with pirates and a giant octopus in the way, the trip gets off to a rocky start. This overhead view adventure has lots of action, twists and turns of plot and plenty of Items to find and use as your journey progresses. Although you have some limited freedom to explore your surroundings, the game is divided into levels or chapters and you earn a password after completing a level. Duke's basic attacks are with a sword and grappling chain, but he can jump and he also uses Items.

+ An involving story in the fantasy RPG style and lots of fighting action. The battles are fairly challenging due to the quickness required.

− Duke moves so quickly that control can be a problem. The graphics look more like the typical stunted figures of an RPG than an action or adventure game.

JURRASIC PARK

Company	Ocean
Suggested Retail Price	$59.99
Release Date	October 1993
Memory Size	16 Megabits
Game Type	Overhead and 3D Adventure

Genetic engineering has created a miracle and a nightmare in Jurassic Park where herds of dinosaurs escape from their paddocks and terrorize the humans. Ocean's technically advanced game features two modes of play. Interior levels take place in first-person, 3D views with Mode 7 rotation and scaling of sprites. Outside in the park, you have an overhead view as you explore a map of 256 screens. For a review of all the action, turn to our coverage in this issue.

JURASSIC PARK
0035

+ Impressive graphics effects and some game play elements that incorporate aspects of the hit movie.

− The interior areas present few puzzles and it is easy to get lost in the outer areas.

ACTRAISER 2

Company	Enix
Suggested Retail Price	$59.99
Release Date	November 1993
Memory Size	12 Megabits
Game Type	Action

The evil Tanzra has regained power and threatens the land once more. You must go down to the world and defeat the 13 henchmen in this quasi-sequel action game. Your new hero has wings and some new abilities, but the action stages are similar in drama to the original ActRaiser. The challenge, on the other hand, is much tougher and there is no simulation stage in which you build villages. This month's Power helps out with a full review of the challenges ahead.

+ Beautiful graphics and music. More variety of play actions than in the original game. Very challenging.

− Special moves are needlessly difficult to use. Even with passwords, many players will find the game too difficult and frustrating, even on the Easy setting.

WORLD SOCCER '94

Company	Atlus
Suggested Retail Price	$59.99
Release Date	November 1993
Memory Size	4 Megabits
Game Type	One or two-player soccer

Arcade-style soccer is fast and furious and that's what World Soccer '94 brings home to your Super NES. This password game has all sorts of options that you can check out in this month's Sports Scene review.

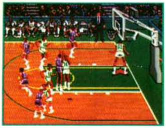
+ Fast, realistic soccer action with tons of options.

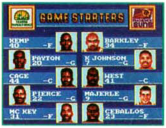
− The view shows only about one eighth of the field, making long passes and shots difficult to plan and execute.

NBA SHOWDOWN

Company	Electronic Arts
Suggested Retail Price	$59.95
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Basketball for one or two players

Electronic Arts has made some real improvements over last year's Bulls Vs. Blazers title. This game features both full season and playoff modes with a battery backed up memory, a good replay option, all NBA teams and players, very good graphics and a totally cool player trade option that lets you put together the most awesome teams imaginable. Check it out in the Sports Scene.





+ Easy to master and fun to play. Battery backed-up memory to save three seasons. A great trade option. Good graphics and sound to top it off.

− The action is slightly too slow and the AI could be considerably better, especially since you can't set up plays.

TONY MEOLA'S SIDEKICK SOCCER

Company	Electro Brain
Suggested Retail Price	Not Available
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Soccer for one or two players

The same design team that created NCAA Basketball put together this realistic soccer game for Electro Brain. The game uses Mode 7 scaling and rotation to keep you fully in the action. U.S., Latin American and European divisions compete for soccer trophies in exhibition or playoff modes with a password save feature. By the way, Tony Meola is slated to be the goalie on the United States World Cup soccer team. This month's Sports Scene takes you onto the pitch.

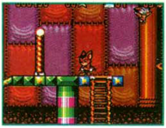
+ Realistic graphics and action. Lots of teams to choose from.

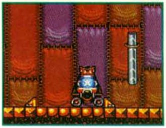
− The rotating views may throw players at first, but once you get the hang of it, it feels quite natural. The icons on the selection menus are difficult to understand.

AERO THE ACRO-BAT

Company	Sunsoft
Suggested Retail Price	Not Available
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Action

Aero jumps, flies, slides, dives, bungee jumps and even gets blasted out of a cannon in his efforts to save the circus. This platform game introduces a very animated new video game character. In addition to Aero's wide repertoire of moves, the four huge stages range from under the big top to a sideshow house of horrors. You don't have to run away to join the circus anymore, just turn to Power's Aero review in this issue.





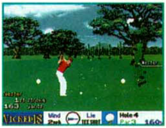
+ Excellent graphics, animation and music. Some fun and unique activities are included in every stage. The stages are large and full of variety.

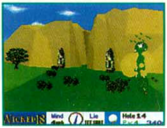
− The goals of most stages aren't very logical. The dive attack takes some getting used to and distracts from the fun of the game.

WICKED 18

Company	Bullet-Proof Software
Suggested Retail Price	$59.99
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Fantasy golf

For video golfers who have mastered the beautifully rendered courses at Waialae and Pebble Beach from T&E Soft, there's now Wicked 18, brought to you by BPS, which licensed the game from T&E. The golf control and options will be familiar to fans of the earlier True Classics series, but the course here is made up of out-of-this-world holes. In this month's Sports Scene, you can see just how wicked it is.





+ Great challenge, good control of shots, lots of cool options including fly-by view, shot path and battery backed-up memory. There's a terrain grid for putting, tournament play for up to 10 players, stroke play, skins match or practice.

− If you get frustrated easily, this game may turn your hair white.

LUFIA & THE FORTRESS OF DOOM

Company	Taito
Suggested Retail Price	Not Available
Release Date	November 1993
Memory Size	8 Megabits
Game Type	RPG

The vile Sinistrals must be defeated and you're just the hero to do the job in Taito's first Super NES RPG. Magic, items, building levels, earning money and running away from trouble are all a part of this adventure, which Taito hopes will introduce players to the RPG genre in a painless way.

NOVA
Asuro
Jasan
Lufia

+ Easy to play with nice graphics and battery saved memory.

− RPG fans won't find very much challenge here. The story, graphics, and game design offer nothing new.

ARCUS ODYSSEY

Company	Renovation
Suggested Retail Price	$64.99
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Action for one or two players

Castomira, a sorceress long thought destroyed, is being raised by dark forces and it is up to you, and possibly a partner, to see that the forces of Light prevail. After choosing from four heroes, you'll begin a long series of battles in an angled, overhead view. Two champions can play simultaneously and there is a password feature to restore previous games.

+ Some of the graphics are quite interesting. Very challenging. Password and two-player simultaneous options make Arcus more inviting.

− Due to the 3/4 angle view, you must always move and fight at angles, which can be awkward and frustrating. There isn't much new either in the stages or foes.

REDLINE F-1 RACER

Company	Absolute
Suggested Retail Price	$59.95
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Car racing for one or two players

F1-type international racing has become one of the hottest genres of games in the last few months. Redline has all the standard features including an international circuit, two-player simultaneous option, practice laps, passwords, custom setup of your car, track info, etc.

GRIP
13th
TIME 01'58"09
LAP 01'55"08
BLAP 01'55"08

PLAYER SETTING
BRAKE
ENGINE
STEER
TRANS
CHASSIS
EXIT

+ Good graphics and standard options including passwords and a two-player mode.

− Control is quite jerky and the animation of the car turning also seems unnatural.

DIG & SPIKE VOLLEYBALL

Company	Hudson Soft
Suggested Retail Price	$59.99
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Volleyball

Volleyball fans can dig and spike in an international tournament or at the beach in Hudson's new v-ball game for one or two players. Dig up all the news in this month's Sports Scene review.

+ A good view of the court and real volleyball moves. Good animation. Battery save feature.

− It can be difficult to judge where your players are precisely on the court, thereby making set-ups and hits difficult as well.

SECRET OF MANA

Company	Square Soft
Suggested Retail Price	$72.99
Release Date	November 1993
Memory Size	16 Megabits
Game Type	Adventure Fantasy

The world has been shattered and you have been chosen to restore the power of Mana. With the Mana Sword in hand, your journey will encompass many battles and exploration in an overhead, Zelda-like view. In your quest, you'll ride dragons and circle the world. Read all about it in this month's Power.

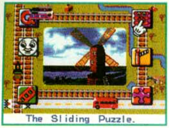
+ Beautiful graphics and great depth of play, which includes real-time battles, puzzle solving, and exploration. With the Multitap, you can have a five-player adventure!

− The requirement of powering-up your sword makes battles unnecessarily long and tedious. The method for selecting items is awkward.

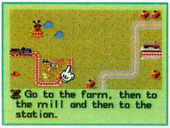
THOMAS THE TANK ENGINE

Company	T*HQ
Suggested Retail Price	Not Available
Release Date	November 1993
Memory Size	8 Megabits
Game Type	Edutainment

Thomas and his friends work hard all day on the mainline and young players can join in by solving puzzles, answering story questions, running races and engaging in other activities.



The Sliding Puzzle.



Go to the farm, then to the mill and then to the station.

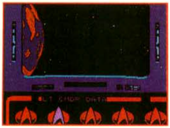
+ Very good sound and some good graphics. Activities for different age groups can be selected. Some of the puzzles are fun.

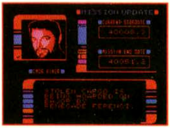
− Although T*HQ says this game is meant to help kids learn to read, there's very little in the game that supports that claim.

STAR TREK: THE NEXT GENERATION

Company	**Absolute**
Suggested Retail Price	**$39.95**
Release Date	**November 1993**
Memory Size	**1 Megabit**
Game Type	**Adventure**

The starship Enterprise under your command must rescue colonists, battle Romulans, escort ambassadors and generally carry on where no one has carried on before. Absolute reports 100 missions in all in this password-continue game. To complete those tasks successfully requires the use of weapons, navigation, transporter and engineering systems, which you can activate from consoles. Basically, this is the same game as the Game Boy version reported on previously in Power.





+ The game remains true to the license and does not over emphasize space battles.

− Some control functions are so awkward and unintuitive that the game can become frustrating. Players may find that some activities, like beaming up colonists or repairing systems, are simply makework and not much fun.

PAC-MAN

Company	**Namco**
Suggested Retail Price	**$29.95**
Release Date	**November 1993**
Memory Size	**128 Kilobits**
Game Type	**Arcade action**

One of the first arcade video game success stories comes to the NES in a faithful, new version of the classic Pac-Man. Gobble energy pellets and run from ghosts. Take a peek at the Pac in this month's review.

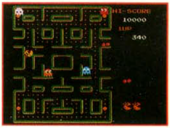
+ This version is true to the arcade game. It's still just as much fun as when it was introduced.

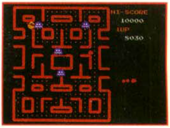
− The challenge will be limited for many players who already have mastered the game.

MS. PAC-MAN

Company	**Namco**
Suggested Retail Price	**$29.95**
Release Date	**November 1993**
Memory Size	**256 Kilobits**
Game Type	**Arcade action**

Ditto. What's true of Pac-Man is also true here. Check out the Pac games review





+ Classic fun for everyone.

− Don't expect anything new.

ULTIMA : RUNES OF VIRTUE II

Company	**FCI**
Suggested Retail Price	**$39.99**
Release Date	**November 1993**
Memory Size	**1 Megabit**
Game Type	**Adventure RPG for one or two players**

Lord Tholden has been snatched and Lord British, incapable of coping as always, sucks in mortal heroes through the Moongate. Don't let the RPG fool you, for this game is very much an adventure as you'll see in this month's review.

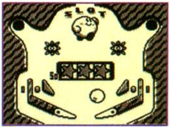
+ Bigger and better than last year's Runes of Virtue (the original game). Involving game play. Cut scenes that keep you up-to-date on all the major characters and twists of plot. Battery-saved memory.

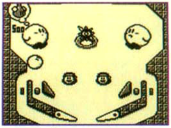
− In places the graphics can be small and confusing. A very complex game that isn't for everyone.

KIRBY'S PINBALL LAND

Company	**Nintendo**
Suggested Retail Price	**$29.99**
Release Date	**November 1993**
Memory Size	**2 Megabits**
Game Type	**Action pinball**

Kirby takes his knocks in this adapted sequel to Gator's Revenge. As the ball in a multi-level pinball machine, Kirby bounces around, huffs and puffs, and tries his best to score points for you. The Power review in this issue can help you keep Kirby in play.





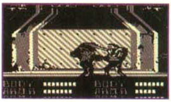
+ A neat twist on pinball. The battery-backed memory allows you to save exactly where you are in the game. Good control and graphics. Fun bonus levels.

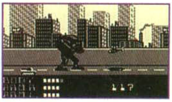
− The save feature may make it too easy for power players. Getting to the bosses can be tedious or frustrating.

METAL MASTERS

Company .... Electro Brain
Suggested Retail Price .... Not Available
Release Date .... October 1993
Memory Size .... 1 Megabit
Game Type .... Fighting action

Lord Harkan is attempting to rebuild a powerful Super Robot from scattered pieces. You must stop him using your own robotic fighter. Although the characters are futuristic, Metal Master is really a street-fighting game in which robots duke it out with mechanized limbs and rocket attacks. The game is divided into two areas. First, you must win your freedom from the arena by winning four battles, then you'll have to defeat Lord Harkan's metallic mob out in the city. As you win battles, your defensive and offensive powers will increase. The two-player version of the game allows you to play a friend in the arena setting.





➕ A unique change of pace in the street fighting style.

➖ Robots have limited motion and attacks.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
ACTRAISER 2	ENIX	1P	4.5	3.0	3.7	3.5	ACTION
AERO THE ACRO-BAT	SUNSOFT	1P	3.9	2.9	3.7	3.3	ACTION
ARCUS ODYSSEY	RENOVATION	2P-S	3.3	2.9	3.3	3.3	ACTION
DIG & SPIKE VOLLEYBALL	HUDSON SOFT	2P-S	2.9	2.5	2.9	2.9	VOLLEYBALL
THE JOURNEY HOME	RENOVATION	1P/BATT	3.3	3.5	3.3	3.2	ADVENTURE
JURASSIC PARK	OCEAN	1P	4.0	2.8	3.5	4.0	ADVENTURE
LUFIA & THE FORTRESS OF DOOM	TAITO	1P/BATT	3.5	3.0	3.3	3.5	RPG
MADDEN NFL '94	ELECTRONIC ARTS	2P-S/PASS	3.2	3.5	3.7	3.8	FOOTBALL
NBA SHOWDOWN	ELECTRONIC ARTS	2P-S/BATT	3.3	3.2	3.4	3.6	BASKETBALL
REDLINE F-1 RACER	ABSOLUTE	2P-S/PASS	2.9	2.3	2.8	2.9	RACING
SECRET OF MANA	SQUARE SOFT	1P/BATT	3.9	3.1	3.7	3.9	FANTASY ADV.
SUPER NOVA	TAITO	1P	3.1	3.4	2.9	2.6	SPACE SHOOTER
THOMAS THE TANK ENGINE	T*HQ	1P	3.3	3.2	2.6	3.4	EDUTAINMENT
TONY MEOLA'S SIDEKICK SOCCER	ELECTRO BRAIN	2P-S	3.8	3.1	3.6	3.8	SOCCER
TOP GEAR 2	KEMCO	2P-S/PASS	3.5	3.9	3.4	3.4	RACING
WICKED 18	BPS	10P-A/BATT	3.2	3.5	3.6	3.5	FANTASY GOLF
WORLD SOCCER '94	ATLUS	2P-S	3.2	3.8	3.8	3.5	SOCCER

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
MS. PAC-MAN	NAMCO	2P-A	2.6	3.6	3.1	3.3	ARCADE ACTION
PAC-MAN	NAMCO	2P-A	3.0	3.9	3.5	3.5	ARCADE ACTION
STAR TREK: THE NEXT GENERATION	ABSOLUTE	1P/PASS	3.0	1.8	3.3	3.7	ADVENTURE

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
KIRBY'S PINBALL LAND	NINTENDO	1P	3.5	4.0	3.0	4.5	ACTION PINBALL
METAL MASTERS	ELECTRO BRAIN	1P	3.0	2.5	2.5	3.0	FIGHTING ACTION
ULTIMA: RUNES OF VIRTUE II	FCI	2P-S/BATT	3.0	3.3	4.0	3.8	ADVENTURE RPG

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

PAK WATCH

A LOOK INTO THE GAMES OF THE FUTURE

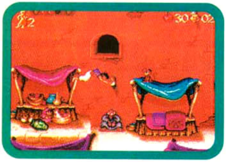
ALADDIN

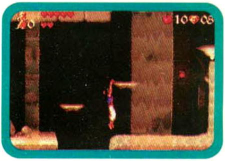
CAPCOM

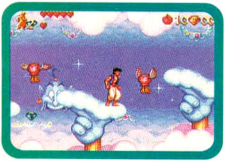
The magic of Disney's tale of Aladdin has found a home at this Pak Watcher's desk in the form of Capcom's soon-to-be-released action game for the Super NES. Some of the best graphics ever seen for a video game have been combined with Capcom's always excellent game control. The result is an instant classic like last year's Magical Quest: Starring Mickey Mouse. The animation of Aladdin reminded this Pak Peruser of Prince of Persia, but much faster and smoother, and with greater variety. Aladdin's enemies, plus random characters who appear in the background just for atmosphere, also have been highly animated in this 10 megabit game. Music from the movie helps convey the excitement and fun while the story line of Aladdin's love for Princess Jasmine and the plots of the evil Jafar is told in beautifully rendered cinema scenes between stages.

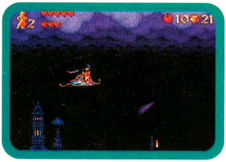
Game play in Aladdin emphasizes jumping skills over everything else. Aladdin can climb, jump and swing from the many levels of the market, rooftops and other areas inside and outside of Agrabah. To defeat enemies, Aladdin must hop on them, but he can also keep them at bay by hucking apples in their direction. Some of the coolest effects, like sliding down ropes, don't add as much to the challenge as to the visual appeal. The password game lets you continue after conquering boss characters who are not huge, but offer varying attack strategies. Between some scenes, you can play bonus games. Take it from this Aladdin fan, check out this title when it debuts next month.

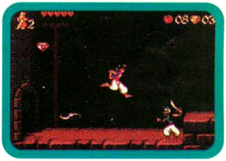
Also coming up from Capcom is the game everyone at Pak Watch has been waiting for, Mega Man X. Although Capcom is trying to get this hot Super NES title out as soon as possible, it might not be released until the very end of the year or early in '94.







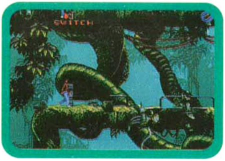


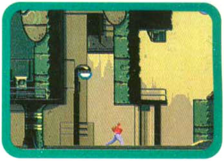


FLASHBACK

U.S. GOLD

Flashback from U.S. Gold may not be a sequel to Out Of This World, but it's the next best thing. In fact, in the opinion of this Pak Watcher, it may be an even better thing. The development team at Delphine, which was also responsible for Out Of This World, has come up with another winner that uses polygon close-ups and rotoscoped animation with stunning graphical results. This sci-fi adventure begins on Earth and the fate of the planet is in the balance. Conrad Hart, a man who has lost his memory, is your action character. You'll have to guide Conrad past aliens while trying to solve the riddle of his past and save the world. It isn't easy. The game is less linear than Out Of This World, and that means more searching and puzzle-solving. The animation and sound in the game itself is so good that it becomes almost cinematic. Look for Flashback later this year.

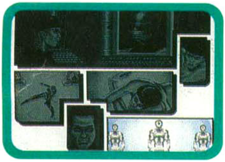




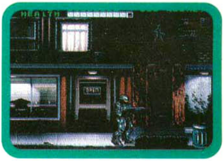
ROBOCOP VS. THE TERMINATOR

VIRGIN GAMES

Two of the coolest cinematic metal men come together in Virgin Game's RoboCop Vs. The Terminator. This Pak Watcher thought the menacing future world of Skynet and cybernetic cops made a great fit in this basic action shooter. You are RoboCop in the game, plodding after ever-better weapons and always badder enemies. The game features very complete comic book style, non-animated cinema scenes to keep you up on the story. The opening music from Interplay is also excellent.



HEALTH
USE ROCKET



SUPER BATTLETANK 2 TURN AND BURN

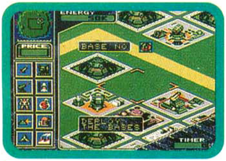
ABSOLUTE

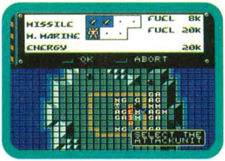
Two Super NES war simulations rumbled in from Absolute—Turn And Burn: No-Fly Zone and Super Battletank 2. For would-be warriors, these two 16 megabit games feature some of the sharpest graphics of real weapons systems you're ever likely to see. In Turn And Burn, you'll pilot an F-14D in night and day missions from a carrier base. Mode 7 effects give you unlimited freedom in 360°. You can even record your victories in full-motion video sequences. Elsewhere in this turbulent world you'll be in command of an MIA2 Battletank. It's better coverage than CNN. Both games should be out in the next few months.

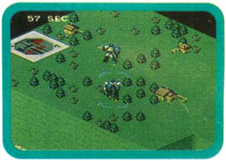
METAL MARINES

NAMCO

Namco's Metal Marines has been in the development stage for so long that when it finally showed up at the Pak Watch desk, your Pak Watching Pundit almost couldn't believe it. The strategic future war game originally caught our eye due to its unique Build Mode, in which you create a wide range of offensive and defensive bases on your home turf. Your Colonial Forces are trying to take over the Empire, but missiles and factories aren't enough to cripple the enemy. You'll also need huge, fighting robots called Metal Marines to land on enemy territory and wipe out their hardened bases. The overhead view that allows you to scroll all over the map gives you a good perspective on the location and allows you to develop real strategies. Metal Marines is sort of a cross between Mech Warrior and Rampart. Fans of strategy games like Super Conflict should get into this game when it comes out this December.


ENERGY
PRICE
BASE NO
DEPLOY THE BASES
TIMER

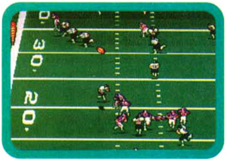

MISSILE
H. MARINE
ENERGY
FUEL 8K
FUEL 20K
20K
OK
ABORT
SELECT THE ATTACK UNIT

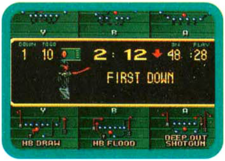


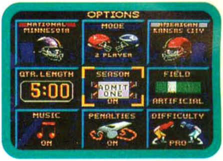
TROY AIKMAN FOOTBALL

TRADEWEST

A definite improvement over last year's Pro Quarterback, Troy Aikman Football features more plays and options and better control. The viewpoint has shifted to a higher, overhead perspective which allows better vision down the field. Passing requires precise timing of your throw to the receiver. On running plays, you always retain the option to throw, which this Pak Passer thought was an excellent touch. The game contains solid options like a season option, coaching options, two-player simultaneous play or even two-player coaching, and best of all, it is realistic.



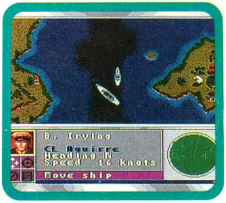

DOWN
TOGO
1
10
2:12
48
:28
PLAY
FIRST DOWN
Y
B
A
HB DRAW
HB FLOOD
DEEP OUT SHOTGUN


OPTIONS
NATIONAL MINNESOTA
MODE
2 PLAYER
AMERICAN KANSAS CITY
QTR. LENGTH
5:00
SEASON
ADMIT ONE
ON
FIELD
ARTIFICIAL
MUSIC
ON
PENALTIES
ON
DIFFICULTY
PRO

SUPER BATTLESHIP

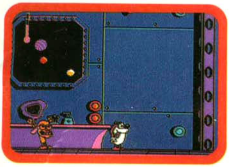
MINDSCAPE

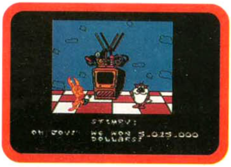
As your Pak Admiral recently discovered, Mindscape's Super Battleship brings the experience to life with naval scenarios, live action and animation. As the admiral of the fleet, you will control the movements of various groupings of ships in war situations. Use your radar to find the enemy and close in, then accurate shooting becomes essential in the side-view stage that shows enemy vessels moving against the horizon. In some stages, you will manually control the flight of surface-to-surface missiles in a Mode 7 view. The strategy is not the same as in the board game, though. Instead of having to find the enemy, the challenge is destroying him with the limited firepower you are given in each scenario. Sometimes you'll have a fleet of tiny craft-like PT boats arrayed against big battleships. For those of you who like tradition, you can also play a one-player version of the original guess-and-fire game.

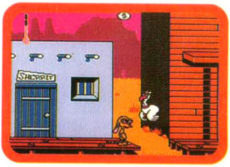

B. Irving
CL Aguirre
Heading N
Speed 16 knots
Move ship

THE REN AND STIMPY SHOW: BUCKEROO$ ABSOLUTE

The Ren and Stimpy Show enters worlds of weirdness in T*HQ's Ren & Stimpy Buckeroo$ due out soon for the NES. The twelve levels of this game are loosely based on one of three episodes: Space Madness, Out West, and Robin Hoek. Instead of stages, the game has been cleverly divided into Channels. This Pak Tooner thought the graphics looked pretty good and the game play was standard action with a bit of variety thrown in like a space shooter bonus. Look for this and other Ren & Stimpy games coming out this winter from T*HQ.

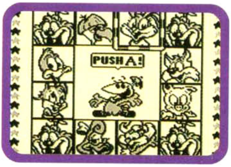


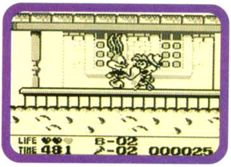




TINY TOON ADVENTURES: MONTANA'S MOVIE MADNESS KONAMI

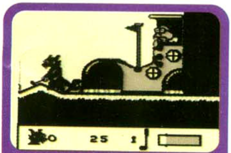
Buster Bunny looks good in Konami's second Tiny Toon Adventures game for Game Boy, Tiny Toon Adventures: Montana's Movie Madness. Good control and no weird attack techniques as in the Super NES Tiny Toon Adventures game make this sequel very playable. Your Pak Watcher was most impressed by the graphics with their big, well-animated characters. The game play never really departed from standard hop and bop except at the boss levels where there was some variety. Tiny Toon fans will want to check it out later this fall.



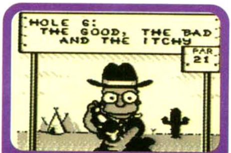


ITCHY & SCRATCHY: TEED OFF ACCLAIM

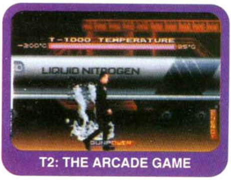
An early look at Acclaim's Itchy & Scratchy: Teed Off for Game Boy had this Pak Golfer itching for the finished product. And what is that product? Scratchy has nine holes to finish before Itchy finishes off his nine lives in this bizarre twist on miniature golf. It's sort of a combat miniature golf starring two of the cartoon world's most chaotic characters. There are even cameo appearances from The Simpson's Bart to add to the fun. Also in the news from Acclaim is the upcoming T2: The Arcade Game for the Super NES, which should finally appear in the stores early this winter. Among its other attributes, T2 will have both Super Scope and Super NES Mouse controller compatibility. We've included another peek at this hot looking game.



ITCHY & SCRATCHY



ITCHY & SCRATCHY



T2: THE ARCADE GAME

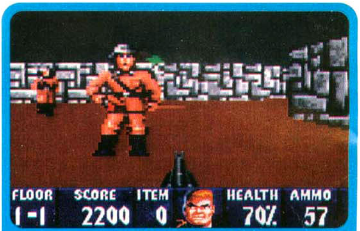
PAK WATCH UPDATE

Big news for *Street Fighter II* fans is that **Capcom** has unveiled its new Super Street Fighter arcade game. Even bigger news is that Capcom anticipates that a Super NES version of the game will follow next year. Super Street Fighter features four new characters and some new moves for the 12 original fighters. Meet Thunder Hawk, an exile, Fei Long, a martial arts movie star, Dee Jay, kickboxer and musician, and the mysterious Cammy who does not know her own origin. In addition to new moves and characters, there's a new story line and backgrounds.

The word (or words) from **Accolade** is Long Live Sir Charles! They've signed super star Charles Barkley to a multi-product contract. There's no word yet on how Accolade will incorporate Barkley's intense and vocal brand of B-ball into their Super NES game, which is due out next year. Accolade's *Pelé* soccer game is moving along swiftly, much like the famous Brazilian soccer player for whom the game was named. The game features a 35 degree angle view of the field, instant replays and a 30-game league schedule. Pelé himself helped with the design of the game.

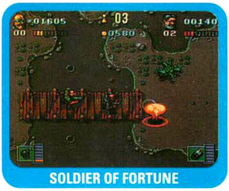
Wolfenstein 3-D for the Super NES arrived the other day from **ID Software,** impressing your Pak Patrol with its quick, smooth scrolling, first-person point of view environment. Originally a PC game, Wolf 3-D looks great on the Super NES and is Super NES Mouse compatible—so you can play it the way ported PC games were originally designed to be played.

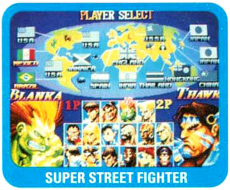
In other industry news, **Spectrum Holobyte** recently purchased **Microprose** and **Bullet-Proof Software**. Spectrum itself has delayed *Star Trek: The Next Generation* until later this winter. Right now Pak Watch anticipates a February to March release date. Spectrum Holobyte—make it so. In the meantime, *Soldiers of Fortune* (which has nothing to do with the mercenary mag) will be released by Spectrum this fall. This overhead shooter for two-player simultaneous action is both fun and challenging, and a little strange.



WOLFENSTEIN 3-D

Superman is back in the news with the announcement that **Sunsoft**'s *The Death of Superman* title will be coming in '94. The Death of Superman has ten levels and you can play each of four new characters: the Cyborg, Superboy, Steel and The Eradicator. We'll have more on this and other hot future games next month.


SOLDIER OF FORTUNE

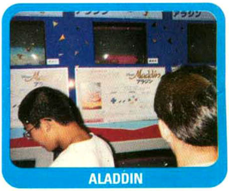


SUPER STREET FIGHTER

PELÉ

DARTH IN JAPAN

TOSHIBA EMI
Sword MANIAC
SWORD MANIAC



ALADDIN

SHOSHIN KAI SPECIAL REPORT

Tokyo—Your Pak Watch Pundit flew to Japan at the end of August and faced two typhoons and other horrors to bring back the latest news from **Nintendo**'s biannual Shoshin kai trade show. First off, what's big in the USA is often big in Japan. That's especially true when it comes to fighting games. *Street Fighter II Turbo* and *Mortal Kombat* were both hot items at the trade show. As you can see, the Mortal Kombatants even showed up to entertain the masses. *Super Empire Strikes Back* also made a splash, along with *Aladdin*, *Flashback* and others, but every year there are many games made for the Japanese market that never leave the land of the rising sun. For instance, there were two horse racing and breeding simulations, a slot machine sim, an animated novel, pachinko games, a kabuki theater game and other exotic fare.

Uniquely Japanese RPGs, which often star famous characters, were some of the hottest titles along with the ever-popular *Dragon Quest* and *Final Fantasy* series. *Fire Emblem*, a 24 megabit game from Nintendo, is an RPG Simulation in which you can move entire units to fight enemies in animated battles. This game series is as big as anything in Japan, but has never shown up in America. An action game starring popular comic character *Sailor Moon* from **Angel** for the Super Famicom looked like a hit with the younger show-goers. In one extreme example, *Kabuki Rocks* from **Atlus** actually has action taking place on a stage as in a Japanese kabuki play.

A game with another kind of difference was *Sound Factory* from **Nintendo**, a Super Famicom game that allows players to create sounds, rhythms and even songs of a sort by hopping around between blocks that each represent a different tone. On the sports front, **Sofel** showed an usual boxing game called *Super Virtual Boxing* in which your gloves appear disconnected on the screen in front of you facing your opponent. Soccer and F1 racing games were the other big hits.

Finally, there were the familiar games with unfamiliar names. *The Lawnmower Man*, due out this year from **Storm**, was entitled *Virtual Wars* in Japan. The biggest difference over previous shows may have been that there is no longer a long delay between when games appear in Japan and then the U.S. In many cases, games will appear first here and some games will never cross the Pacific in either direction.

MORTAL KOMBATANTS

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
Aladdin	Fall '93
Beauty And The Beast	Winter '94
Bugs Bunny: Rabbit Rampage	Winter '94
Claymates	Winter '94
Daffey Duck: The Marvin Missions	Fall '93
Flashback	Winter '94
Inspector Gadget	Fall '93
Jungle Book	Winter '94
The Lawnmower Man	Fall '93
Lester The Unlikely	Winter '93
Lord of the Rings	Winter '94
Mario & Wario	Fall '93
Mega Man X	Winter '94
Metal Marines	Winter '94
NFL Quarterback Club	Fall '93
NHL Stanley Cup	Fall '93
Obitus	Fall '93
Pink Goes To Hollywood	Winter '94
RoboCop Vs. The Terminator	Winter '94
Soldiers Of Fortune	Winter '94
Star Trek: The Next Generation	Winter '94
Super Battleship	Fall '93
Super Battletank 2	Fall '93
TMNT Tournament Fighter	Winter '94
Troy Aikman Football	Fall '93
Turn And Burn: No Fly Zone	Fall '93
Wolfenstein 3-D	Winter '94
Young Merlin	Winter '94

GAME BOY

Batman: The Animated Series	Winter '94
Itchy & Scratchy: Teed Off	Winter '94
Mega Man IV	Fall '93
Tiny Toon Adventures 2	Fall '93
TMNT 3	Winter '94

NES

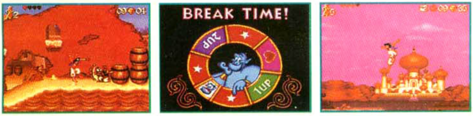
Asterix	Winter '94
Mega Man 6	Fall '93
Ren & Stimpy: BuckerooS	Winter '94
Rescue Rangers 2	Winter '94
Wayne's World	Fall '93

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 55

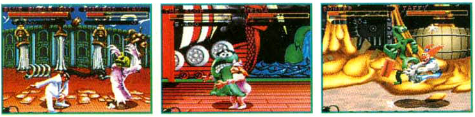
ALADDIN

Disney's hit movie is now a spectacular new game by Capcom. Join the adventures of Aladdin as he tries to win Princess Jasmine's heart.



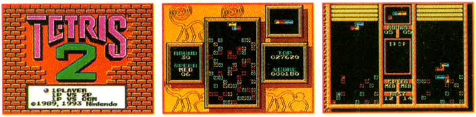
CLAY FIGHTER

A strange clay meteor has impacted at the amusement park. All kinds of new creatures have taken over and are fighting to see who's boss in this great new fighting game.



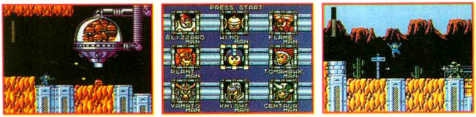
TETRIS 2

The game of Tetris is simple to learn, but takes years to master. The long awaited sequel to Tetris is coming to the NES. Catch this new title first in Nintendo Power.



MEGA MAN

Mega Man jumps back into the action with two new games. Check out both Mega Man IV for Game Boy, and Mega Man VI for NES in next month's issue.



BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien^3 (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.

Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.

Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.

Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n Ice.

Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES).

Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien^3 (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park (NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.

Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

SPECIAL OFFERS

Issues from our first three years are available in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-
Simon's Quest
Zelda II-The
Adventure of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Batman
Tetris
Final Fantasy

Six of the most popular NES games of all time are featured in volumes 7 through 12.

Super Mario Bros. 3
Rescue Rangers
Ninja Gaiden II
Maniac Mansion
Final Fantasy
Dr. Mario
4-Player Extra

The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.

NINTENDO POWER SUPER POWER CLUB

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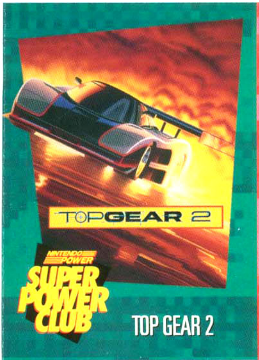
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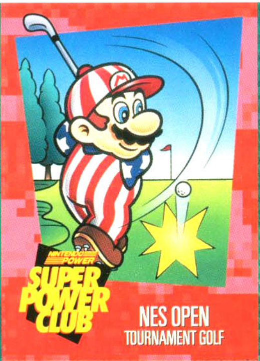
TOP GEAR 2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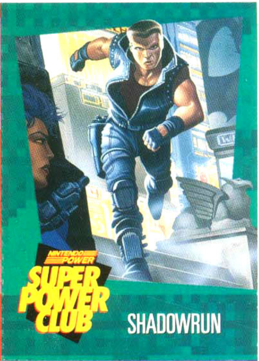
NES OPEN
TOURNAMENT GOLF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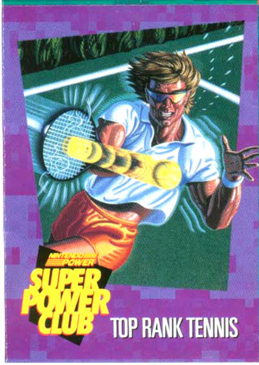
SHADOWRUN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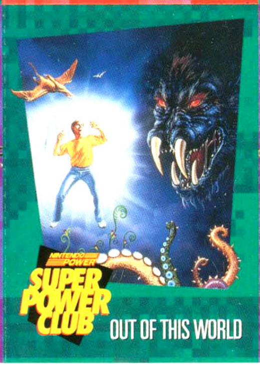
TOP RANK TENNIS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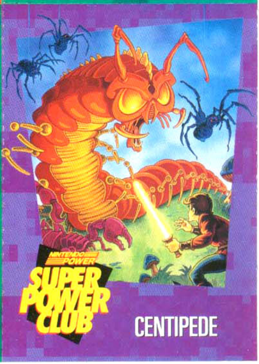
OUT OF THIS WORLD


NINTENDO POWER
SUPER POWER CLUB
CENTIPEDE

POWER CHALLENGE TRADING CARDS

POWER CARD #77

SHADOWRUN™

DESCRIPTION It's Seattle in the year 2050 and you are on the run. You must solve the mystery of your identity, and uncover the organization that tried to have you "geeked." With magic and guns, can you be stopped?

CHALLENGE Can you finish the game using only the:

Novice: UZI Sub-Machine Gun
Intermediate: Ares Viper Pistol
Pro: Baretta Pistol

SYSTEM: Super NES
GAME TYPE: Adventure
# OF PLAYERS: 1
RELEASED: 5/93
COMPANY: Data East

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POWER CARD #86

NES OPEN TOURNAMENT GOLF™

DESCRIPTION Grab the clubs and hit the fairways! With three courses to choose from, NES Open Tournament Golf is packed with challenge. Play in the tournaments and try to up your standing from beginner all the way to the pro level.

CHALLENGE In the match mode, can you beat Luigi by:

Novice: Losing only 8 out of 18 holes
Intermediate: Losing only 5
Pro: Not losing any holes

SYSTEM: NES
GAME TYPE: Golf
# OF PLAYERS: 2
RELEASED: 9/91
COMPANY: Nintendo

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POWER CARD #73

TOP GEAR 2™

DESCRIPTION Ladies and gentlemen...Get ready to race! Challenge your best friend or try and thrash the computer in bumper to bumper action. Race in exotic locations from Egypt to Canada in this high speed sequel! Two players on the split screen make this almost like being there.

CHALLENGE Using this Password:)FHD T?<P 7?TW WL4D> 743HH, can you beat the following times on the Abu Sunbul course in Egypt?

Novice: 3:25:00
Intermediate: 3:10:00
Pro: 2:50:00

SYSTEM: Super NES
GAME TYPE: Driving
# OF PLAYERS: 2
RELEASED: 9/93
COMPANY: Kemco

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POWER CARD #45

CENTIPEDE™

DESCRIPTION If you like zapping bugs, you'll love Centipede! As Spiders, beetles, centipedes, and other creepy crawlies plummet through a vast mushroom field, you send 'em scurrying with a high-powered laser cannon!

CHALLENGE Try to finish 10 levels while staying at the very bottom of the screen on-

Novice: Novice Level
Intermediate: Standard Level
Pro: Expert Level

SYSTEM: Game Boy
GAME TYPE: Arcade Classic
# OF PLAYERS: 2
RELEASED: 10/92
COMPANY: Accolade

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POWER CARD #65

OUT OF THIS WORLD™

DESCRIPTION It was a dark and stormy night, and Dr. Howard Chaykin was on the verge of a major scientific discovery when, due to a stray lightning bolt, he was whisked away to an strange new world of danger and discovery! Now he must escape an alien prison in a cinema-style side-view game like no other!

CHALLENGE Try to complete the game from start to finish using no more more than-

Novice: Seven Shields
Intermediate: Five Shields
Pro: Three Shields

SYSTEM: Super NES
GAME TYPE: Sci-fi Adventure
# OF PLAYERS: 1
RELEASED: 11/92
COMPANY: Interplay

™ & © 1992 Interplay Productions © 1991 Delphine Software

POWER CARD #88

TOP RANK TENNIS™

DESCRIPTION Can you make it to the top? You choose how hard you hit the ball, and how fast you run. Your opponents will control how far you make it in the rankings. Play on clay, grass, and hard court surfaces to really test if you are the best!

CHALLENGE In the practice mode, can you beat these players without losing a game in a 3-set match?

Novice: Jim Quarter, Rank #93
Intermediate: Dave Quarter, Rank #87
Pro: Ken Quarter, Rank #74

SYSTEM: Game Boy
GAME TYPE: Tennis
# OF PLAYERS: 4
RELEASED: 3/93
COMPANY: Nintendo

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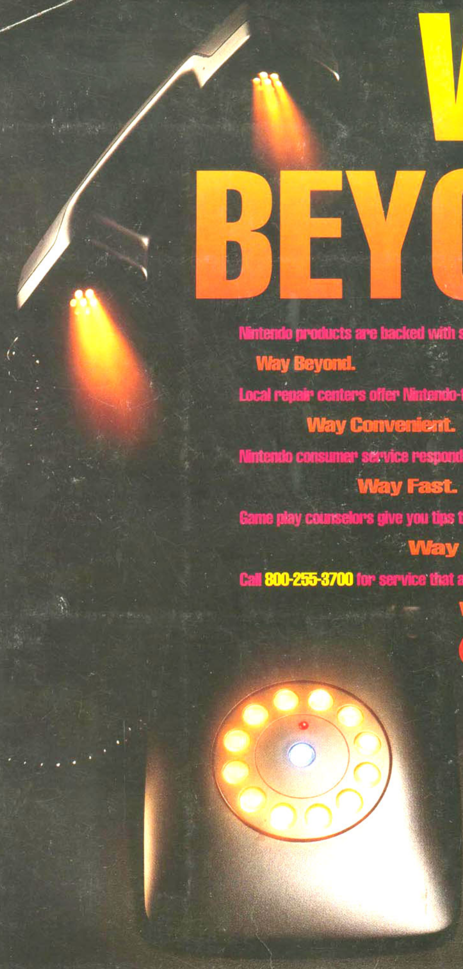

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